



DIPLOMACY WORLD



50TH



SPRING 1988



/2/ DIPLOMACY WORLD is a quarterly publication dealing with the game of Diplomacy. Subscriptions in North America are US\$15.00 per year (4 issues), including first class mail. Single copy price is US\$4.00, postpaid. Overseas subscriptions are US\$20.00 by surface mail and US\$40.00 by airmail. All prices are in US\$ and exclusive of any bank or currency charges. Make checks payable to DIPLOMACY WORLD or IDS and mail to: DIPLOMACY WORLD, Box 8416, San Diego, CA 92102, USA. Allow 6-10 weeks for arrival of all orders. Subs begin with the current issue if available. Materials for the magazine should be sent to Larry Peery at the above address. We can usually be reached by telephone during the early afternoon or on weekends. No telephone calls before 1000, please. Our number is 619-295-6248.

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DIPLOMACY WORLD was founded in 1974 by Walt Buchanan as a service to the Diplomacy hobby at large and as a publication of record for hobby statistics and other data. DW is dedicated to the goals of covering the entire spectrum of hobby affairs and to printing the best original materials on the game and hobby which are available. DW is an Institute for Diplomatic Studies publication.

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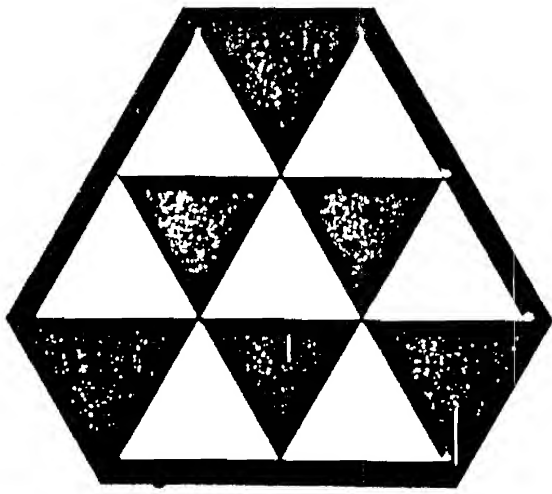
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Please check the address label on this issue carefully. If it contains a 50 on it your subscription has expired with this issue and you should renew now in order to be sure of receiving issue 51. The deadline for submission of materials for issue 51 is 15 June (for feature materials) and 1 August (for late news items). Please note that I will be away the entire month of July for DIPCON, WORLD DIPCON, and PEERICON. Issue 51 should be in the mail the third week of August, and in your hands by the first week of September.

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Gaming & Simulations Studies

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LAWRENCE WM. PEERY, Director

24 April 1988

It has always been DW's policy not to engage in "personalities" or feuds with hobby members. And whenever possible that has also been my personal policy. Feuding serves no useful purpose. However, as Don Quixote said, "Sometimes nobility—and self-preservation—demand it."

It is time that Elmer Hinton—and those like him—stopped victimizing the hobby's little people—"children," as he calls them—the ordinary players and novices in particular who have fallen into his grasp through his so-called "professional" gamesmaster-ing. These few unscrupulous individuals, posing as publishers and gamemasters, have embarrassed the hobby's legitimate publishers and gamemasters by their words and actions: (1) They have collected subscription and gamefees, but provided no product or service; (2) When they have provided the product or service it has not been as advertised or promised; & (3) They have sought and found unreasonable excuses to justify dumping subscribers and players, in order that they not have to provide the products or services paid for.

And by their violations of the hobby's standards of responsibility and the mutual trust between publisher and reader and player and gamemaster that are the basis for the postal Diplomacy hobby; they have brought shame on themselves and dishonor on those who have, for whatever reason, continued to silently tolerate and thereby acquiesced to their misconduct.

It is also time that the so-called "Bad Boys"—actually nothing more than pseudo-intellectual Hooligans—Geryk, Zarse, and Wilson stopped terrorizing the hobby's membership with their crude, rude, and boorish behaviour. Some people say we should ignore them; that they'll go away. Some say that we should laugh at them; that laughter is the best medicine. Nothing good can come from continuing to remain silent about these people and their wrong-doings; only further aggravation and pain to their victims. Their continued misconduct should no longer be tolerated by decent hobby folk. Already too many good people have been lost to us because of their indecent behaviour. By their violations of the hobby's standards of respectable behaviour and their lack of understanding of compassion and civilized conduct they have placed themselves beyond the pale as far as this individual is concerned. Barbaric behaviour must be dealt with in terms it can understand.

I personally know of at least three specific cases involving these people. I am sure there are more, but I am not going to publish such materials in DW. Lately they have crossed the fine line between bad taste and illegal behaviour. Unchecked who knows what they are capable of? Who knows how far they will go in pursuit of their sadistic pleasures? The question is how far will we let them go?

Hinton and those like him are a cancer. Geryk, Zarse, and their fellow travellers are an AIDS epidemic attacking us at this very moment. Surgery and avoidance are the only way to eliminate or control them. Their radical behaviour requires radical solutions.

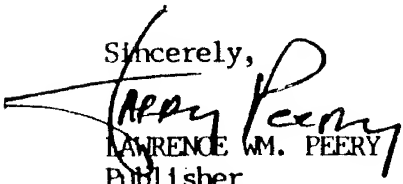
If Hinton, Geryk, and Zarse have a role model in life it is probably Roy Cohn. And

If Hinton, Geryk, and Zarse have a role model in life it is probably Roy Cohn. And once again too many are afraid to speak out. Too few dare to act. People don't want to embarrass themselves. They don't want to get hurt. They don't want to get involved. Ignor them? Laugh at them? No, it is time for more than that.

What action you take is up to you, of course. But as publisher of DW I cannot and will not silently stand by while these people continue their present behaviour. I urge those of you who have had either subscription or gamemastering problems with Elmer Hinton to contact the Ombudsman Service (John Caruso, 29-10 164th St., Flushing, NY 11358 or the Orphan Games Project (Rod Walker, 1273 Crest Dr., Encinitas, CA 92024). If you have been a victim of the Bad Boys, and especially if you can provide evidence of their misuse of the US Mail, I would like to hear from you. Childish pranks don't concern me but beyond that there is something that can only be called evil. That's what concerns me.

It is unpleasant for me to have to bring these matters to your attention, especially in our 50th issue. On the other hand what must be done, especially if it is the right thing, must be done now. There is no excuse for procrastination or inaction in a situation like this.

Sincerely,


LAWRENCE WM. PEERY
Publisher
DIPLOMACY WORLD

P.S. If you are one of those who received a copy of the Bad Boys Awards Ballot I hope you will return it, along with the envelope it came in, to me as soon as possible.

WELCOME

With the publication of this 50th issue of DW we are also pleased to note that we are welcoming 50 new subscribers to DW. We bid you welcome and, inspite of what you read above, it really is a great hobby. There are a lot of fine people in it and—as in any group, there are also some real ... well, you know what I mean.

We don't promise that you won't run into any of them in the hobby. In fact you probably will. But dealing with them in the hobby will better prepare you to deal with the real jerks you run into in real life. Learning to deal—tactically, strategical and diplomatically—with life's crises is what Diplomacy is all about. Sure, it's a game, but so is life.

On the other hand we will promise that if you stick around a while you'll meet some very nice people in our hobby. Sure, some of them are a bit strange but what self-respecting Diplomacy player isn't? It's all part of our uniqueness and our charm.

So whether you're an old-timer or a newcomer we bid you welcome to DW's 50th issue. We hope you enjoy it. If you don't you'd better call your doctor and make an appointment to have your senses checked out.

If you're new to DW and the hobby I hope you'll take a few minutes to write me a letter and tell me something about yourself, your interests in the game and hobby, and what you are looking for in DW. That will help us give you the kind of magazine you want. Otherwise you get what I think you want and that might not be what you want at all—if you get what I mean.

REMEMBER TO VOTE IN THE RUNESTONE POLL...AS OFTEN AS YOU LIKE...BUT NOT MORE THAN ONCE...

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50TH ISSUE CELEBRATION

Our special 50th issue celebration includes articles by Walt Buchanan, DW's founder. Doug Beyerlein offers his view of the hobby's future. Robert Sacks talks about factionalism in the hobby. Rex Martin, editor of Avalon Hill's GENERAL, writes about his past and present hobby activities.

Fred Davis, Bruce Linsey and I all look at the role minorities have, and have not, played in the hobby's past. And what the future holds.

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The latest info about WORLD DIP CON in Birmingham, England; DIPCON XXI in San Antonio, TX; and the rest of this year's major Diplomacy events—both big and small. Garret Schenck offers a unique way to get to WORLD DIP CON, and Martin Lewis offers some advice on how to play well according to the British rules.

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STRATEGY AND TACTICS

Mark Berch looks at the Central Alliance for Germany. David Hood looks at it again. Eric Verheiden discusses what EFIT can do about a RAG.

REMEMBER

To check the mailing label on the envelope to see when your sub expires. If it has a 50 on it you should renew now to make sure you don't miss the next issue.

If you want to be sure your material appears in the summer issue of DW be sure to send it to us by 15 June at the latest (for feature material) or by 1 August at the absolutely latest (for news items). Keep in mind that we're looking for Con reports and items on the individual Great Powers for the next issue.

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PUBS, ZINES, AND POLLS

Bruce Linsey offers a formula for finding the best zine, sub-zine, and GM of all time (or, at least since 1977). The results of the 88 European Zine Poll and the 87 Games People Play Poll are offered.

HELP WANTED

I am looking for someone who is a serious wargamer who has an extensive knowledge of boardgames of all types (and from all manufacturers) dealing with the historical period from 1900-1918. I would like this person to help me with preparing a questionnaire on games dealing with this period for distribution in a future issue of DW and in evaluating these games in a broad historical context. Anyone interested? If so please drop me a line.

INTRODUCTION

Well, we survived the Super Bowl, 3+ inches of rain in the last 48 hours (in a city that annually gets about three times that amount), and—with a bit of luck—we may yet survive Michael Fay and the America's Cup fiasco. God, what we Diplomacy players could teach those yachtsmen about diplomacy! Still, doing the 50th issue of DW was a lot of fun for me. The response from the staff, DW family, and hobby at large was excellent. In fact, for the first time ever that I know of a DW publisher/editor faced the problem of having a surplus of good material for an issue, so I was able to pick and choose what went into this issue, holding back some things for future issues.

In DW #50 we look back at our past with several articles contributed by people who were present at the creation of DW. Walt Buchanan, Rod Walker, Doug Beyerlein and others have been around since the beginning and they have a story to tell. But looking back is boring—nobody knows it better than I—so we're also going to look ahead to our future and to the hobby's future as well. Doug Beyerlein writes about that. Robert Sacks writes about the current factionalism in the hobby—a situation that he, more than anyone else, is responsible for. And I have a few things to say about that as well. A flagship is traditionally thought of as giving orders and the fleet obeys. Well, DW claims to be the hobby's flagship but it leads by example, not order. And this issue is no exception. Some of what we present here is, no doubt, controversial, even radical. You probably won't agree with all you read here, but why should you? The main thing is to stimulate your thinking and get you to act. That's been DW's role from the beginning.

A good piece of this issue is devoted to the first of a three part printing of the new INDEX AND MENU DIPLOMACY WORLD, our three part index. Twelve pages list the major items that have appeared in DW since issue number 1 and, as you'll see, there's been a lot of growth since we last updated the IMDW after issue 39. Over 80 new authors are listed and the titles is up from 660 or so to nearly 900. We'll talk about the upcoming Con season. We've included two Diplomacy oriented fiction pieces, including a chapter from Rod Walker's newest effort—a classic "Golden Age" Diplomacy press release. Some of the best players and writers in the hobby have contributed several strategy and tactics articles, focusing on triple alliances involving Russia, Austria, and Germany. All in all, I think you'll find something to interest, inform, entertain and stimulate you.

As I mentioned, I have on hand a surplus of material left over from this issue and I intend to use it in DW #51 and #52. My hope is that we'll have a bunch of good reports on various Diplomacy Cons coming in as the summer progresses so we can feature them next fall. In addition I'm especially looking for items dealing with the individual Great powers for the next couple of issues. These can be S&T articles, diplomacy related, or what-have-you but please send your materials in now if you can because it looks like I will be away the entire month of July, so the next issue, which will appear in August, must be done before I leave.

We spend a lot of time and space in this issue on the past but we're also very concerned about the future of DW and the hobby. In that regard I'm looking for someone to work with me on a special project that requires exceptional skills as a publisher and gamemaster, and an extensive knowledge of the hobby's literature on those subjects. If you have that knowledge and are interested please let me know.

I have also asked Randolph Smyth, the publisher of FOL SI FLE, to lead a commission that will study DW's role in the hobby and look for ways we can improve our service to the hobby and to find the means to implement those improvements. I am asking all DW staff members to cooperate with him in this effort. It is very tempting at a time like this to sit back and indulge in self-congratulations. Unfortunately, as I ponder the list of hobby publications that have folded recently, I don't think we can afford to do that. If anything we need to work harder. Now. All of us. Together. For once.

EDITORIALS

Feuding Is Out, Factionalism Is In

Feuding has gotten such a bad name in the hobby that no one indulges in it anymore. That's fine. The problem is that now people who used to indulge in feuding are practicing factionalism which, in its own way, is just as bad---if less noisy. I saw this during the preliminaries of this year's Awards nominees selection; which always brings out the best, and worst, in people. I can also see it in the player rosters in various zines, in which zines endorse which other publications, and in other, subtle signs.

Frankly, there isn't much I can do about it but I can encourage you, especially if you are a novice, to keep an open mind and ear on your travels through the hobby. My advice to you is to listen to everything, read as much as you can, and then judge based on performance, not promises.

The Runestone Poll and AIDS Campaign

Enclosed in this issue are two copies of the 1988 Runestone Poll, one for you to return and one for you to keep a record of your votes on. You'll also find a copy of a letter from Barbara Passoff and Simon Billenness who are coordinating this year's fund-raising effort on behalf of AIDS research. I encourage your participation in both efforts. It says something positive about us, as a hobby and as individuals.

DIPCON, WORLD DIPCON, and YOUR LOCAL FAVORITE EVENT

The Summer '88 Con season is upon us. This year the selection is more varied and more interestin than it has been in years. So, no matter where you are or what your tastes in Diplomacy are you should be able to find an event that will appeal to you. Go, and after you've gone (and hopefully conquered) write up a report on your activities and send it along to us. As much fun as PBM Diplomacy can be it will never replace the excitement of FIF Diplomacy.

AWARDS TIME

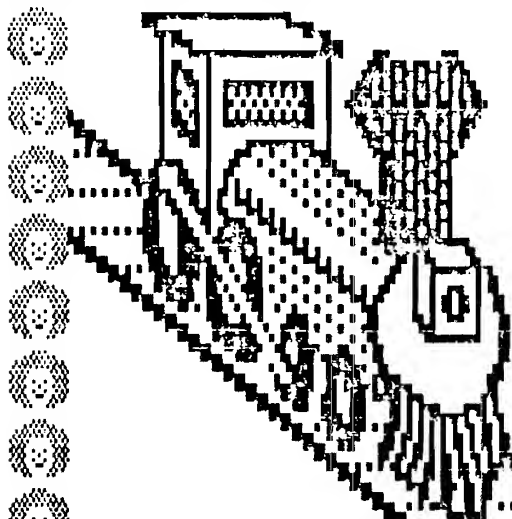
Enclosed with this issue is a copy of the real 1988 Awards ballot. I hope you'll take a few minutes to fill it out and return it to me. People often say these things are not important---and yet it is amazing how much attention people pay to who gets nominated and who receives these Awards. So, take a few minutes to consider the nominees and their accomplishments. If nothing else it will make you feel a whole lot better about the achievements of the hobby last year. Remember, your vote can make a difference.

THANK MSSRS. HOOD & KANE

The winners of the first DIPLOMACY WORLD/AVALON HILL ESSAY COMPETITION were David Hood (as a DW staff member) and Tom Kane (representing the hobby at large) for their various literary contributions to DW in the past year. I don't have to dwell on their work, you can read it for yourself in the past year's issues of DW. Each gentleman receives a \$50 merchandise certificate from Avalon Hill, along with our thanx.

America's Other National Pastime

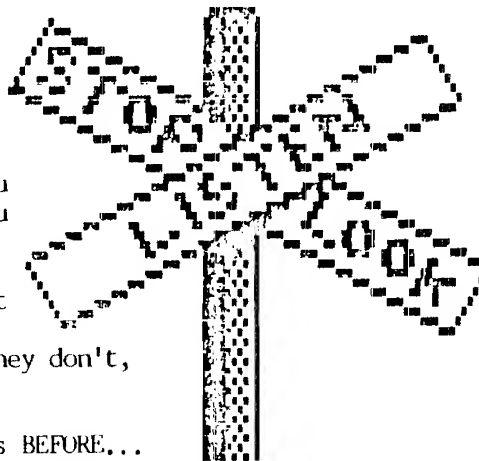
It's spring and that means baseball time. As everyone knows baseball is really Allan Calhamer's favorite game and it's also John Caruso's second favorite activity. Well, maybe it'll be the Mets this year, John. I know it isn't going to be the Padres! However, let's liven things up a bit. If you're into baseball (and who isn't) here's a contest for you. All you have to do is send your pick of which two teams will be in the World Series this year, and what the end results will be (number of games won by each). Send it to John Caruso, 29-10 164th St., Flushing, NY 11358 by 4 JULY, 1988. The winner will get a copy of Allan's game NATIONAL PASTIME from us.



LOOK BOTH WAYS TWICE BEFORE...

You see it every day in the papers. Somebody didn't look before they crossed the street and... For a beginner PBM Dip is a lot like that. You've got to look before you sub to a zine or join a game. Here's a few pointers:

- 1) Check out the ZINE REGISTER, a valuable listing of zines, games and general info for the beginner and serious player. 75¢ from Ken Peel, 8708 First Ave., #T-2, Silver Spring, MD 20910.
- 2) Study PONTEVEDRIA and KNOWN GAME OPENINGS, lists of what's currently available in the way of games (regular, variant and other PBM games): P is free for a SASE from Rod Walker, 1273 Crest Dr., Encinitas, CA 92024; KGO is free for a SASE from Robert Sacks, 4861 Broadway, 5-V, New York, NY 10034.
- 3) Check the results of the latest RUNESTONE POLL which rates zines, sub-zines, and gamemasters. It's full of lots of useful information. \$2 from Bruce Linsey, 73 Ashuelot St., #3, Dalton, MA 01226.
- 4) Evaluate the GM carefully. Inquire if there have been any complaints about him or her to the Ombudsman Service, John Caruso, 29-10 164th St., Flushing, NY 11358. Enclose a SASE.
- 5) Ask for a SAMPLE. Most pubbers and GMs will provide a sample of their product for free or a small charge to cover postage (include 2-3 stamps). Get several recent back issues and study the dates of publication to see if the zine is regularly published (and do the games appear on time). Check the game reports. Look to see if there are a lot of corrections of GM errors. If there are, forget it. Look over the zine itself. Is it one you want cluttering up your coffee table for the next 2-3 years.
- 6) Read the HOUSERULES religiously. After all, they will govern how the game is run and you are going to spend a lot of time and money on that game. Make sure you are comfortable with the rules and that you understand them before you sign up for a game. If you've got time compare several different sets of Houserules from different GMs. Each is different but the good ones will generally conform to a pattern. If they don't, find out why.
- 7) ASK!!! Don't be afraid to ask questions BEFORE...



AN OLD-TIMER LOOKS BACK

Walt Buchanan

It is hard to believe that it has been ten years since I ceased my active involvement in the hobby. At the time, the hobby was fifteen years old and I had been active in it for half of its life. Now the hobby is 25 years old and there are no doubt participants in it that weren't even in school when I left. How time goes on.

When I entered the hobby in the fall of 1970, even then the old-timers at that time would reminisce about the good old days. That was considered before the time that the wargamers entered the hobby, which had several stages of development. The first stage involved the sci-fi fans. When John Boardman advertised for the first postal Diplomacy game in 1963, he did so in a science fiction fandom zine called KNOWABLE. Thus the first members of the hobby were science fiction fans. In addition to John, some of the more well known of these members were also named John, i.e., John Koning, John McCallum, and John Smythe. Charles Wells, Don Miller, Conrad von Metzke, and even the well known sci-fi author Jerry Pournelle were also a part of this group. Around 1966 the second major group discovered the hobby. They were the wargamers. Some of these were Charles Reinsel, Rod Walker, Hal Naus, Larry Peery, Doug Beyerlein, Jeff Key, and Len Lakofka.

Even when I entered the hobby as the first one to respond to GRI's (Games Research owned the game before Avalon Hill) first postal Diplomacy flyer, the sci-fiers such as John McCallum referred to the pre-wargamer era as the 'good old days of postal Diplomacy.' As the first member of the third wave, I guess I had really spoiled it!

One thing that intrigued me about the hobby was the postal aspect of it. I had previously played postal chess for nine years and liked being able to take all the time I wanted for moves. However, there didn't exist a postal community in the same sense as postal Diplomacy. I liked that aspect of the hobby. In fact it is one thing that makes the hobby fairly unique. What exists is an international postal community with discussions, feuds, and all sorts of interactions. It is an international community in microcosm. I even had a sociologist write me about doing a study!

However, coming into the hobby from postal chess, there were several things that I noticed. There wasn't any body of literature on good play. There was also no single magazine that sort of tied things together with the big picture. I tried to remedy the first of these gaps by building up an archives of all existing postal Diplomacy zines so articles on good play and completed game records could be extracted. I called this archives 'Hoosier archives' and the zine that the results were printed in HOOSIER ARCHIVES. Incidentally, this archives is still available for use and is virtually complete from May 1963 to May 1978.

Things progressed nicely for about three years, but by the end of 1973, the circulation of HA was well over 200 and I was starting to get faint copies at the end of the run on my ditto machine. I therefore decided to start a photo-offset magazine. The result was DIPLOMACY WORLD. Even today under its fifty capable editor, Larry Peery, DW does what I first envisioned. It publishes articles on good play, gives news of the hobby, prints rating lists, lists publishers, and reprints demonstration games. It still acts to tie the hobby together.

Since I left the hobby in 1978, I have tried to keep track of what is going on through DW, DIPLOMACY DIGEST, and COSTAGUANA. From what I can tell things have stayed pretty much the same. As near as I can tell, the total size of the hobby is still around a couple of thousand although it appears the international links are a little more tenuous.

Some people have asked me why I left the hobby. When I quit publishing DW, paid circulation including trades was around 850 and this was a lot of work. In fact this put a strain on my prior marriage that led to divorce. Although I enjoyed the hobby, you can let it consume your life if you aren't careful. Charles Wells once told John McCallum that one must eventually decide between ones career and the hobby. While I don't completely agree with that, there is an element of truth there. I guess it

depends on the sort of person you are. I've never been able to do something halfway if I really enjoyed it. Due to the publishing aspects of the hobby, it can become very time consuming. That may be all right if you still allow enough time for your family and don't have a demanding job.

In my case my final decision was to leave the hobby. Now my job is my hobby. I teach engineering technology at IUPUI (Indiana University - Purdue University at Indianapolis) and enjoy it very much. On the other hand, I look back with fondness at my years in the hobby and enjoy following what is still going on. My only regret is that I very much doubt if a complete hobby archives can ever be achieved. Due to the uniqueness of the hobby, a complete written record would be a nice thing. On the other hand, if the current project of a complete list of postal games can be achieved, that would be nice as well.

PDORA IV IS HISTORY

John Caruso

The fourth PDO Relief Auction, to benefit hobby custodians and services, is now history. The most successful Auction yet raised over \$600 in pledges which will go to help fund a variety of hobby projects. Although the goal set last August was \$600 neither Simon Billenness or I expected to reach it. It was too much and there was too little time. But the hobby responded and the goal was achieved.

Pledges are now being redeemed and the funding allocation committee is deciding which of the hobby's custodians and service providers will get money and how much.

A thankless job, but somebody has to do it. An informal survey found that participants wanted a yearly auction, and some wanted a say in where the money went—and some didn't! Funding favorites appeared to be the BNC, MNC, and the USOS; although many hobby custodians were mentioned. The favorite for items to be auctioned was Diplomacy hobby related items—game openings, games, zine subs, back issues of zines, etc. Nobody had any brilliant ideas on how to improve the event. Someone did suggest making the event a two rounder and someone even suggested the administrators of the event should be compensated for their out-of-pocket expenses. Now there's a radical idea.

AND PDORA V IS FUTURE

Larry Peery

Actually, I wrote the above based on information John provided. This year's event was a great success and the DW family helped make it so. A lot of you bid on an awful lot of stuff (or on a lot of awful stuff, depending on how you look at it) and that helped make the total higher. Jeff Breidenstein out-bid some serious competition for a copy of my S&TPD. Daniel Huffman acquired all four volumes of the DWA. And David McCrumb bought the PEERICON VIII package. Boy is he in for a surprise!

It is obvious that John and Simon and have found a successful formula for the PDORA and, hopefully, it will become a hobby institution. The money, while significant, is not as important (in my opinion) as the support it expresses for the people who do the dirty work that has to be done in a hobby like this one. There's nothing glamorous in being the hobby's BNC, MNC, or helping to solve a bunch of problems caused by errant gamemasters, etc. These people should not have to pay the expenses involved out of their pockets. It's the hobby's responsibility and the PDORA gives us a way of recognizing that and, more importantly, doing something about it.

And so a tip of the hat to John and Simon for a job well done.

And now let's see...next year, how about a trip to WORLD DIPCON II, or a copy of the first issue of GRAUSTARK, or an hour's lesson on how to play Italy from Kathy, or ..., well, start thinking about it. The future is never too far away.

THE FUTURE OF THE HOBBY

Doug Beyerlein

Does the postal Diplomacy hobby have a future? And, if yes, what sort of future is it going to be?

These are probably not the kind of questions that you ask yourself standing in front of the bathroom mirror every morning. But these are important questions to think about when considering the amount of time, energy, and money each of us spends in participating in this hobby.

To answer these questions I have to say that I am not optimistic about the future of the postal Diplomacy hobby. The number of new players and game starts decreases each year; and each year we lose a few more top zines, gamesmasters, and publishers. The trend is not favorable.

I say this from the perspective of someone who joined the postal hobby in 1966 (only three years after it was founded by John Boardman) and participated in it until 1986. Since '86 I continue to watch the hobby from the sidelines.

In my 20-year Diplomacy career I saw a lot of changes take place in the postal hobby. Some for the better and some for the worse. But time and time again I saw the hobby come face to face with some of its limitations and refuse to make the changes necessary for this hobby to really prosper. Let me explain.

Organization (or the lack of such) has been a major limitation in the orderly development of the hobby. In the '60s there were some attempts to establish various organizations and associations. The never amounted to much until John Beshara created The Diplomacy Association. This was to be a service and fraternal association for the postal hobby. It was a good idea that went bad when it became evident that Beshara wanted to strictly control the organization and run it as a private club.

Beshara's heavy-handedness resulted in the formation of an alternative organization: the International Diplomacy Association (IDA). IDA, under the guidance of first Larry Peery and then Edl Birsan, started strong but eventually faded into oblivion in the late '70s due to hobby apathy.

IDA's demise was the last real attempt at a hobby-wide organization. And because of its eventually failing it is used as an example as to why the postal hobby doesn't need a formal organizational structure. After all postal games are still being played and zines published today without an IDA.

While this is true, it is a short sighted view of the hobby and its potential. Two major problems result from the lack of a hobby-wide organization. The first is that the hobby has no one to speak for it in dealing with the outside world. For example: when Avalon Hill bought the rights to Diplomacy from Games Research Inc., Avalon Hill made a commitment to continue the GRI hobby subsidy for DIPLOMACY WORLD and the Boardman Numbers. A lack of a single, unified hobby voice in dealing with Avalon Hill resulted in the loss of these subsidies. In the same vein, every once in a while the media shows an interest in the game, yet the postal hobby has never built on this interest. Compare the opportunities open to a good chess player with those for a Diplomacy player. No wonder our numbers are dwindling. We don't have anyone (i.e., an organization) with the mission to promote the postal hobby to the outside world.

The second major problem that results from the lack of organization is the leadership vacuum that attracts the attention of would-be petty dictators. These are people who come into the postal hobby with a lot of energy, resources, and ego and attempt to mold the hobby into their image. Examples of this kind of person are: John Beshara, Buddy Tretick (aka Bernie Oaklyn), and Gordon Anderson; and I am sure that you can think of others. This type of individual eventually causes problems that the hobby is forced to deal with. This results in confrontations that end up consuming vast amounts of hobby time, energy and resources that can better be spent on building onto the existing hobby structure rather than fighting fires to keep the hobby from being destroyed.

An established organization is better equipped to deal with these confrontations and, in addition, minimizes the opportunity for them to occur. The organization fills the apparent leadership vacuum making it less likely that an outsider will attempt to come in and set about to conquer an apparently disorganized hobby.

A second limitation that continues to plague the postal Diplomacy hobby is that most publishers/gamesmasters do not charge for the true value of their services. Or, more bluntly, they lose money every time they publish an issue of their zine. They subsidize their players. While some might think that this is okay or the way it should be they fail to recognize the consequences of this player subsidy.

Publishing zines and running games consumes vast quantities of time, energy, and money. Publishers don't mind donating the first two items (although their families might disagree with their priorities) and most support their zines with cash infusions when subscription money runs low. But by spending their own money to keep their zine alive they do a disservice to both themselves and their players. The players don't know the true cost of publishing and thus resent any publisher who tries to charge full price. And after the novelty of publishing a zine wears thin the publisher is confronted with the problem of how to come up with more and more money to satisfy this ever demanding habit. The obvious solution is to stop publishing.

But what if a publisher could publish a zine and make a profit? The profit wouldn't come close to offsetting the time and energy input to the zine, but at least it would partially justify it. Family members might be a bit more supportive. In any case, the publisher will be financially rewarded for publishing a zine instead of being published. This sort of financial reward is what makes people think up bigger and better ways of doing things. If this concept works for the rest of the world it should also work for postal Diplomacy. It will give publishers the needed incentive to continue to produce a good product.

Well, there you have my ideas on how to make the postal Diplomacy hobby's future a successful one. Implementing these ideas to overcome historic hobby limitations won't be easy and may not be possible given the hobby's inertia and its tendency to favor chaos over order. But what do you, as a participant in this hobby, have to lose by initiating these suggested changes? Just the opportunity to play in the very last postal Diplomacy game in the very last zine. That is an opportunity that I would be happy to forgo. How about you?

PROJECTS STATUS REPORT

You practically need a program to keep up with what's going on with various hobby projects at the moment. Here's the latest information we have on several of them. Stayed tuned for further developments.

PONTEVEDRIA: Ken Peel has decided to abandon this project since it duplicates much of what is already in THE ZINE REGISTER, so the issue appearing in this issue of DW will be his last. Novices, etc. can still get the same info—and more—in the ZR which we highly recommend. Pubbers and GMs with openings should contact Ken as well at 8708 First Ave., #T-2, Silver Spring, MD 20910.

THE CENSUS PROJECT: Ken Peel has decided to take over the morbid Census Project from Conrad von Metzke and publishers & GMs are encouraged to send him a copy of their mailing lists for inclusion in his listing. This is primarily a PBM Diplomacy roster. Inquire above.

BLACK AND BLUE BOOK: In deference to Ken's project and because it turned out to be far more work than he realized, Mike Maston (and I) have decided to defer publishing a new edition of the BBB in the near future. We'll see how Ken's project turns out and then decide whether to push on with the BBB. Refunds will go to those who have already ordered a copy. If you don't get yours within a month contact us.

CHICKEN'S GUIDE TO DIPLOMACY: The manuscript is about half-finished and I expect to have the whole project wrapped up before I leave for DIPCON. Nearly a hundred chicken recipes from all over Europe are included.

DIPLOMACY IN AVIGNON

Robert E. Sacks

I was at a convention last month, and a long-time acquaintance greeted me with the question, "Do we still have two Miller Number Custodians, one in Rome and one in Avignon?"

I mentioned this to Larry Peery in a letter, and he immediately replied with a request for an original contribution on the pros and cons of having duplicates of the hobby's major institutions. Of course, I really can't talk about Diplomacy in Avignon because I belong to the faction that stayed in Rome. From my point of view, we are preserving the independence of the principal hobby offices and services; it is the other faction which has departed for Avignon, a more central position, allegedly richer, and definitely subservient to the "secular" interests, DIPLOMACY WORLD, the Variant Banks, and the Runestone Poll.

You thought I was going to attack the King of France? The analogy doesn't go that far. Hobby factions are not, or are no longer organized geographically. At least not according to the universal point of view of the Roman faction. The faction in Avignon does contain some old heretics who use geographic proximity as a weapon, making wild claims for or against certain regions. If you need examples, there is the old bigot who always attacks New Yorkers because they live in New York; and the chauvinists who claim that individual countries need hobby officers distinct from those who serve the rest of the continent.

The analogy does extend to such things as legitimacy in office and heresy. It would be difficult to list all the considerations that determine whether an office is split by schism, but there are three principal considerations: whether the officer has valid title to the office; whether the officer is performing the duties of the office; and whether the officer has abused the office, or committed some gross misconduct. Of course, the two factions disagree in almost every case over whether title, duties, or conduct are valid. The process of schism feeds on itself: the faction in Avignon views thwarting its plans or disobeying its orders as gross misconduct, abuse and non-performance of office which justifies any action; the faction in Rome views such actions by the other faction as usurpation, abuse of office, and criminal misconduct, and retaliates.

Time for a practical demonstration of all this: let's examine a schism in the making over the Boardman Numbers. A while back, to avoid being dominated by either faction, the Boardman Number Custodian and his court fled from Rome to Aquileia. (Look it up.) The present line has valid title and the present custodian is passably performing his duties with only minor misconduct and abuse of office. The presence of factions in both Rome and Avignon does serve to provide some security to the BNC; if either faction attempts a premature takeover the other faction will probably gain control of the legitimate line. Of course if performance falls and misconduct increases, both factions might act against the BNC, perhaps in concert. There are approximately three problem areas. Least of all we have the attacks on the faction in Rome and the public support for the pretenders in Avignon—this merely serves to alienate the faction in Rome who might decide not to support the BNC when the faction in Avignon attempts to take over the BNCship. (Remember, the Roman faction doesn't view mere opposition as grounds for a schism—we leave that to the faction in Avignon.) Next we have the dispute over fees and taxes. Every time some hobby officer attempts to impose a fee or tax, the Roman faction leads a hobby revolt; which unfortunately dies down when the officer is driven from office. The factions in Avignon and Aquileia never learn that fees and taxes have to be renounced for all time; the hobby never learns to require a permanent renunciation of fees and taxes. And the Roman faction views any claim that a future hobby officer has the right to impose a fee or tax as being equally as evil as the attempt itself. Since the BNC refuses to renounce mandatory fees for all

time he has forfeited over \$100 we were holding against a guarantee against mandatory fees. (Of course now we will see fund-raisers in support of a future BNC's right to charge a mandatory fee.) Now in these last two problem areas the BNC has had the tacit support of the faction in Avignon, even if it was only to put him in a position where it was easier to usurp his office. In the third area the BNC has alienated not only the factions in both Rome and Avignon, but has actually driven some gamesmasters away from gamesmastering, if not out of the hobby; the slow and insidious heresy that every game of postal Diplomacy has to be conducted according to the ever-narrowing, ever-changing view of what an ideal game should be, as enunciated by the BNC of the day. Some of the members of the faction in Avignon legitimately have a different view of what a game should be, which they may be not so legitimately attempting to impose instead; others are just trying to break or discredit the BNC. And some of the members of the faction in Rome have realized that the BNC has turned heretical, persecuting good gamesmasters while allowing bad gamesmasters to flourish.

What is interesting about the forthcoming schism over the Boardman Numbers is that it will be the first major schism not directly attributable either to Rod Walker's empire building (which engendered the schisms over Orphans, Miller Number, and Game Opening projects) or to reactions against Bruce Linsey's personal attacks against the then-BNC Kathy Byrne Caruso (which engendered the schisms over Novice, Zine Directory, and GM/Zine Poll projects). The faction in Avignon will no doubt disagree that those schisms can be layed to their door and not the Roman faction's, but there's a problem in blaming the Roman faction. Opposite Linsey and Walker in these six schisms you have nine people in Aquileia and Rome (Arnawoodian, the Carusos, Costikyan, Heuer, the Martins, Olsen, and Sacks), so by Ockham's Razor (Look it up.) we are forced to the belief that the schisms are the fault of the faction in Avignon; which is why we in Rome expect the faction in Avignon to continue to cause new schisms.

Now, to address Mr. Leery's question as to whether schisms are good or bad: schisms are bad, but not having schisms may be worse. A schism destroys the ability of an office to promote and protect the hobby; while not having a schism will allow a usurper to seize an office without opposition, or an officer to harm the hobby for the benefit of his own interests. And there are some positive benefits to the schisms. The two Orphans Projects have different methodologies which means that the USOS can take a game run by a grossly incompetent gamesmaster who is publishing and therefore safe from the Orphan Games Project; while the Orphan Games Project can take a game run by a non-functioning gamemaster whose popularity protects him from a player vote conducted by the United States Orphan Service. The schism in the Miller Numbers brought about a simpler designator system independent of the Variant Banks; which may serve to promote the play of variants; and the revival of LORD OF HOSTS to promote a variant renaissance as the original did in the mid-1970s. In the face of lackadaisical competition, KNOW GAME OPENINGS has expanded to include more gamesmasters, an extensive list of upcoming conventions, and a relatively complete list of principal hobby officers world-wide. The new Novice Project, MASTERS OF DECEIT, is considered by its partisans to be superior to the old Novice project, SUPERNOVA. Competition from the ZINE DIRECTORY has forced the ZINE REGISTER to modify its more objectionable policies and improve its product; the superior graphic appearance of the ZINE REGISTER is forcing the ZINE DIRECTORY to consider bringing in a new, even more controversial editor. What can we expect from a schism in the Boardman Numbers? Perhaps there will be a revival in ratings work. Perhaps a guarantee against mandatory fees will be established. Perhaps we will achieve fairer standards of regularity and gamemaster conduct.

THE PRO DIPLOMAT

Bill Quinn, former BNC, is offering a regular PBM Diplomacy game for interested players. The game involves a substantial gamefee and cash payout to the winner or draw survivors, comprehensive rules, quality GMing, and a fast turn around. If you are interested contact him at 501 Everett, Conroe, TX 77301.

GENERAL

\$3.00
★ AVALON HILL

AGE AND TREACHERY

Rex A. Martin

When I first discovered the game of DIPLOMACY, I readily accepted the credo "Age and Treachery will ALWAYS overcome Youth and Skill." Twenty years of play have done nothing to change my mind. The only difference is that I can at last take advantage of the truism implied—being now both aged and treacherous. (Indeed, I should have the phrase needlepointed and framed to trot out whenever I engage in a multi-player game.)

In 1963 I first discovered wargames, and a life-long love affair ensued. The complexities involved in those first games - AFRIKA KORPS, GETTYSBURG, WATERLOO—appealed and their basis in military history (despite simplification and errors) was the hook for this boy. A year later, due to my good fortune at living in a hotbed of fledgling clubs, I discovered miniatures gaming. What more could life hold? Well, to make a long story short ("Too late!"), in 1968 a couple of friends introduced me to their latest acquisition—some game about warfare, but played with no element of luck! Of course they didn't fill me in on what that meant as they coerced several of our circle into trying this new game.

A map without hexes? Area movement—how gauche! Bland little wooden blocks, and only two types. The loosest of relations with any history I knew. Despite misgivings we sat down to try our hand at this DIPLOMACY one summer afternoon. And...I was addicted as soon as I told my first lie which the other guy believed. And I took Warsaw! I didn't appreciate the elegant simplicity of the design as I do now; I didn't appreciate the psychological implications and revelations. All I knew was that this was a good GAME, a multi-level challenge to anyone who enjoys competition.

I played DIPLOMACY with my friends face-to-face, and even dabbled with a couple of PBM games. In college in Santa Fe, it was as often or not (along with Risk) the game of choice for our weekend gaming/drinking sessions. While in Helena, it served as our standard game when our club had its regular bimonthly "family night" (where we encouraged our less-than-enthusiastic spouses and girlfriends to try their hand at playing games); I still vividly recall one game in which another club member and I managed to be bested by five assorted lovely ladies who ganged up on us and declared a five-way draw after three years. Progressing to Scotland, in St. Andrews the game was a favorite among those wargamers who had nothing better to do at our weekly gaming sessions. The game has certainly had its impact on my life, trailing along with me ever since those halycon school days; and my playings always left me with memories of enjoyment and excitement—some of which persist to this day.

Many years later, I came to work for Avalon Hill (that supposed Mecca for all wargamers). I still play Diplomacy, although I now play more wargames and miniatures games than ever. If anything, my arrival at TAHCC heralded a revival in my interest in the game. No one here seemed inclined to play or promote it, yet it continued to be a steady, if not spectacular, seller in the line. (According to the 1986 "Best Sellers" listing as reported in Vol. 24, No. 2 of THE GENERAL, the game was our eighth best for the fiscal year. Under TAHCC production, well over 100,000 copies have been sold to date.) So promoting DIPLOMACY became, if you will, my cause celebre. And I was lucky enough to make contact with Rod Walker early in my career.

Rod offered to craft a regular, short column on the game ("The Compleat Diplomat"). And he "turned me onto" the vast and varied amateur press, which I have in turn given coverage to in the "Infiltrator's Report" for our readership. This activity, in turn, led me into undertaking such features as the excerpts from "Masters of Deceit" (Vol. 22, No. 5), pushing for more advertising of the game by Avalon Hill (our PBM flyer is a good example), and my support in the game evaluation procedure of other multi-player games (such as EMPIRES IN ARMS and BRITANNIA and KREMLIN) with extensive player interaction. Despite these fine games, however, my heart still remains with DIPLOMACY. Even today my interest in promoting the play of the game continues unabated. The next issue of The GENERAL (Vol. 24, No. 3), which should be out by the time you read this, features my reporting of my disastrous showing in a rated PBM game Larry Peery invited me into—the first I had played by post in some years. Supporting articles on history and strategy round out the first time DIPLOMACY has been featured in a magazine read by some 20,000 gamers.

Larry Peery has also been a key figure in getting me involved in your pastime. At his urging I have taken part in some of the annual awards given for excellence (notably the "Rod Walker Award"). I have attended a DIPCON to meet him, and others, and to immerse myself in the feel of what these mean to your fellows. He has kept me abreast of changes in hobby offices, their function and importance. He has even been my listening post on your various feuds and squabbles, so I don't inadvertently get myself into hot water when corresponding with others these days. Larry is, due to his dedication to the game and its play and to his role as editor of the "hobby flagship", invaluable for the insights he provides that I would have neither the time nor the contacts to gain otherwise. Hopefully, I have been able to use my role as contact at Avalon Hill to better your hobby.

This is not to imply that Avalon Hill ignored DIPLOMACY before my belated appearance on the scene. The company acquired the rights to the game in 1976 from Games Research, Inc. — a one-game company run on a part-time basis. Initial revision was limited to packaging and an enlarged version of the mapboard. (Since then, in an effort to keep costs down, the wooden blocks have been replaced with plastic; and the rules were "cleaned up" by hobby volunteers.) It became a mainstay of the line immediately.

And Don Greenwood, in his tenure as editor, gave it some space in the pages of our magazine — notably the SERIES REPLAY (in Vol. 13, No. 2) involving some of the hobby's leading players and with Lew Pulsipher's three-part look at strategy. But it was never as near to his heart as mine, and so coverage was irregular.

What does the future hold for this "classic." Hopefully, more than before. I am at last building up a file of material on the game for potential publication. In our survey designed to encourage reader input on projected changes to be instituted with our expansion (The GENERAL goes to 64 pages with Vol. 25, No. 1), I inserted a question to determine interest in reviving the regular column on the game. If enough folk respond in the affirmative, I'll be looking for someone to author this. And I will certainly continue to lend what small weight I have here to any effort to promote the game by Avalon Hill.

So, what can you folks do? Obviously, keep promoting the game—the more sold to friends and acquaintances, the happier our accountants are (and maybe someday I'll get a raise). For the amateur publishers amongst you, send me a copy of your publication if you haven't already, and it'll get a blurb in the "Infiltrator's Report". Reports on hobby awards and upcoming conventions can usually be put to good use. Articles on the game, from any of you who fancy yourself superior players, are always welcome; while I can't promise that they will all see print, at least I will have the freedom of choosing the best to try to generate excitement among our newer readers in the game of DIPLOMACY. (And, of course, your views on our other multi-player games are always welcome—I've found quite a few of them in DIPLOMACY convention listings and amateur 'zines.)

So, DIPLOMACY is 25 years old now. Avalon Hill has been involved in promoting and bettering the game for the past twelve years, and I the past six. I have no intention of stopping now. Let's see if we can all see it to 50. After all, age and treachery do go hand-in-hand.

RICH KIDS FROM LAKE FOREST, ILLINOIS HAVE NO SYMPATHY WITH THE REAL WORLD, OR WHERE ARE THE MINORITIES?

Fred C. Davis, Jr.

The question has been raised many times in the past twenty years: how come the Diplomacy hobby is mainly limited to WASPs and Jews? (I am using "WASP" as shorthand to include both Protestants and Catholics of comfortable, middle-class, English-speaking backgrounds).

With the barriers coming down on education and employment opportunities, some sincere people have wondered why there has not been a carryover to the recreational field. They have failed to understand that for a person making the transition from a culturally and financially impoverished background to white collar status, the mere increase in disposable income which comes along with this transition does not immediately cause him to develop the same sort of outside interests as are shared by those who were born and raised in a secure middle class environment.

The topic of the painful rise in society of the ambitious person has been a favorite subject of novelists for the past two centuries. This process is continuing today, with, in most cases, the same pattern of the transition not being completed until the maturation of the second generation.

I, myself, was raised in the protective cotton-battling of the middle class. All around me, friends and relatives were regularly playing games. The kinds of games varied with fads and the passage of time, but regardless of what games were played, there was a natural feeling that they would be played on weekends or quiet evenings, when people had the time.

So, I was quite surprised, when I was drafted during the Korean War, to find that virtually nobody in my company (which was all white) gave a damn about any of the games that had been so carefully stocked in our day room. The only interest 95% of the company had in our game supplies was to steal the dice for crap games. As I was one of only three college men in the entire company, I was definitely a fish out of water, but I learned many things about "how the other half lives" in that period.

Another facet of my memory recalls that when a group of us got together in high school and college to play our complex version of the Fletcher Pratt naval wargame, one fellow's mother, who came from the Old Country, could not understand why we wasted our time in such a manner when we could have been doing something "useful" instead. She had been raised in the European tradition of work, work, work, and more work. This was not uncommon among first generation immigrants regardless of gender or nationality.

Then, Diplomacy appeared on the scene, along with the early Avalon Hill adult games, in the 1960s. In the beginning, these games were usually only sold in bookstores, the adult games sections of department stores, and a very few expensive toy stores. They were also more expensive than the average games of the time. These factors virtually guaranteed that only those in the upper middle class or higher would buy them. Even today, most points of sale for such games are in affluent neighborhoods. The nature of Diplomacy also established that most of the games would be played either in college dorms or at the gatherings of formal or informal gaming clubs.

The game's enjoyment was then spread more by word of mouth than by advertising. Players would tell their friends, who, in turn, would tell their friends. Most of these people were in either the college milieu, or were circulating in intellectual or quasi-professional circles composed mainly of college graduates. (I learned about Diplomacy through the MENSA Club, a good place for cultural cross-pollination). Like it or not, the majority of people in such circles are (or were) WASPs or Jewish.

The letter-writing factor is another point which has been over-looked. Most American men simply don't write letters, period. The only exception is servicemen, when they're overseas or otherwise far from home. So, it takes an exceptional type of person to be willing to engage in heavy correspondence. This facility will again be found among

those who have been exposed to the concept of writing in a home environment and in college.

And, above all, don't forget this. You have to be both bright and a bit crazy to play Diplomacy by mail. Even playing Diplomacy face-to-face takes more patience than most people have. So, you will mainly find these people in college, in certain occupational niches like computer programmers, and among those interested in the fields of history, economics, geography, political science, and other social studies. And, apparently, among science fiction fans. (Our hobby began, remember, as a spin-off from science-fiction fandom.)

This brings up back to the subject of minorities. Actually, we are all minorities in the United States, but the term is usually applied to blacks, Hispanics, Amerindians, and Asians. Now, in the 1980s, we have many blacks, and a much higher proportion of Asians, who have "got it made" with good jobs. I would guess that a smaller percentage of Hispanics have reached middle class status, because of language problems. Anyway, these people are now "arriving." How come they don't play Diplomacy?

Well, how many blacks or Hispanics do you see playing golf, attending the legitimate theater, or even attending sporting events? Even at pro basketball games, a sport dominated by blacks, most of the seats are occupied by Caucasians.

The situation is that when most of today's blacks were growing up, no adults took them to museums, theaters, etc. (excepting rock concerts). Similarly, the only games they saw being played in their youth were craps, poker, and, maybe, an occasional checker game by some old-timers. The same applies to Hispanics and Indians, but not to Asians, who are seen in great numbers at cultural events.

No one springs full-blown from Minerva's head into such activities. Most of us in the hobby had either parents or grandparents, or someone, who first taught us how to play checkers or Go Fish or Monopoly, or whatever. Someone who took us by the hand for trips to the zoo or a museum, or for that first big legitimate show downtown. I'll never forget my Dad taking me on my first trip to the Hayden Planetarium in New York at the age of six. After one trip, I was hooked on astronomy and science-fiction for life.

There are areas now, such as New York City and Washington, D.C., where a second or third generation of middle class minority people are growing up. In Washington, blacks have held civil service white collar jobs since the 1920s, with a vast jump in numbers after 1945. What does this foretell?

In fact, the first black Diplomacy zine publisher lived in Washington, D.C. His name was Clifford Mann, and he published THE WATERGATE in 1977. Since he did not put a big announcement in his zine saying "I am black!", many people are unaware of this historical footnote.

So, what we have here is a matter of sociology, not economics, although money certainly plays a part in the beginning. Money comes first, because you don't have much leisure time without it. You need money in order to have the needed space and some peace and quiet, which is vital for adult boardgaming. (I wonder how many of our players come from small one and two-child families, where space and quiet are both more available? This would be a good question to include on a survey.)

But, beyond money, you have to be introduced to certain concepts by other members of your family or your peers. Of these concepts, the most important from a Diplomacy viewpoint are those of regular and constant reading, of negotiation, and of correspondence with many people. You would be amazed at how many American households do not even have any stationary or stamps in them!

The first generation of any family, from any ethnic background, usually will not make this transition. Usually, the person who joins the Postal hobby is going to be of at least the second generation of a middle-class home, and also be someone who is not afraid to communicate with others without an inbuilt inferiority complex or a fear of derision.

I think I can empathize with a minority person who may hesitate to participate in an activity where he feels that almost everybody else whom he contacts is going to be a lilywhite suburbanite, who may act superior to him. Lord knows, it's sometimes hard enough even for those of us born with silver spoons to plunge into this crazy

hobby. It is up to the rest of us to make sure that hobby newcomers are made welcome; and to make the point that what we consider important is how you play the game, and not how much money you have or what kind of school you may be attending, let alone your gender or ethnic background.

I find it unforgivable for anyone attending, say, an Ivy League school to make fun of someone who could only attend a community college, just as it's unforgivable to make fun of anyone's medical handicaps.

We do have some impoverished people in the hobby. We have some handicapped ones. We have had, and may continue to have, some ladies who have played using male names to avoid prejudice. For all I know, we may have some members of minority groups playing today who do not choose to announce their background. I hope so. I hope the time will come when no one will find it necessary to conceal their race or sex in order to get a square deal as a player.

As for Asians, I'm sure you've all noticed the gradual increase in oriental surnames in the hobby records in the past five years. In accordance with my comment that you have to be both "smart and crazy" to enjoy Diplomacy, the records show that Chinese and Japanese students have the highest I.Q.'s of any ethnic groups in American schools. They have also found it easier than any other groups, since 1945, to be accepted in the establishment. Accordingly, I expect to see many more Asians involved in the hobby in the near future, taking into consideration that the Asian population of the United States is still under 2% of the total.

So, what do we do to increase minority representation? Since word of mouth is the main way of recruiting new players, we should make sure that our publicity about the game of Diplomacy, and of the entire postal hobby, gets around beyond our immediate WASP and Jewish friends. People on college campuses can try to see that everyone in their dorm or house is invited to game parties. The rest of us can try to assure that announcements of gaming clubs and gaming Cons get spread as widely as possible, including posting in game stores, in libraries, and at science-fiction clubs.

I've been able to have an announcement of the MENSA Diplomacy group put in the national MENSA magazine twice a year. This goes to nearly 60,000 readers, of every ethnic group, and each announcement brings in some new members. Since I don't ask them any ethnic questions, I don't know much about their backgrounds, but most MENSAs of any type make good players. So, look for people who are both bright and curious, and who like to write. And, if they happen to be a little bit unusual, maybe that's a good point, too. I'm sure we diplomats come in all different shapes and shades, but we all share in common our interest in the fantasy of the World of Diplomacy.

DIPLOMACY -- IT'S FOR WOMEN TOO!

Bruce Linsey

In his request for an article on women in Diplomacy, Larry Peery asked (provocatively) what man would dare to tackle the subject. Well, I for one have the balls to do it!

Any discussion of our hobby's most prominent women must start with Kathy (Byrne) Caruso. Kathy has done it all. She has distinguished herself as an outstanding player (Is that three Italian wins or four, Kathy?), as the publisher of KATHY'S KORNER, as a GM (the first woman ever to make the Runestone Poll's top ten), as a con hostess, and through her work as BNC and with the Orphan Service. There are few people in the hobby's history who have attracted as large and loyal a following as Kathy has. I've heard her personality described as "electrifying." Take it from me — that's an understatement!

Melinda Holley and Cathy Ozog are also very well-known publishers and players. One of Melinda's claims to fame is that she is a player in more games than anyone else. She publishes the extremely reliable zine REBEL and is known for her writing in other forums, notably DIPLOMACY WORLD and COSTAGUANA. Additionally, she has published the

last few issues of EVERYTHING, the BNC's zine. Cathy's roots are in the British hobby, and she has almost more international contacts than almost anyone else. Her zine CATHY'S RAMBLINGS is flavored strongly by this.

Linda Courtemanche is prominent for her super-friendly personality and for her expert editing of the hobby's top-rated subzine, HIGH INERTIA. Recently, she chaired the Diplomacy Alliance Against Cancer, which added still more to her visibility and popularity.

No article on women in Diplomacy would be complete without a mention of Joan Exstrom. Joan is unique because of her outstanding personality. She has been a dear friend to me for nearly five years. While the game of Diplomacy itself is not her cup of tea, she is well-known for her writings in several zines, for serving as the hostess of LEPRACON, and for being perhaps the most universally-liked hobbyist of the past decade. Recently, a baby pool was conducted in honor of the birth of her second daughter, Crystal. Many of her friends and relatives joined in the fun, but Joan herself walked away with top honors.

There are a number of other prominent women in the Diplomacy hobby. Kate Robison publishes THE DIPLOMATIC RAG, in which she independently devised the postal play of Diplomacy before learning about the rest of us. Daf Langley, Cathy Gaughan, and Thomasine Bowen are known for their subzines and columns in various zines. Debi Peters, Barbara Passoff, Donna Balkan, Nancy Irwin, and Nancy Hurrell are all well-liked and respected personalities. Kathy Luzzi is a top-flight artist, not to mention one of the nicest people I've ever met. Alex Lord, Ann Fothergill-Brown, and Julie Martin have all published subzines in the past few years; and Ruth Glaspey was an outstanding player and writer. (Alas, she left the hobby a while back, leaving the rest of us playing Ruthlessly.)

The number of women in postal Diplomacy is growing. While we will always have a lopsided male-to-female ratio, it is no longer as unusual as it once was to see women signing up for games, publishing zines, conducting hobby services, and just being generally visible. I like this trend. It adds a new vitality and perspective to the hobby, and I hope we can continue to attract more women into the game.

DIPLOMACY -- GAYLY DOING WHAT COMES NATURALLY

Larry Peery

The Diplomacy hobby is a natural haven for Gays, after all it is filled with lies and role-playing isn't it? While not as obvious as the female minority in the Hobby the Gay element of the hobby has made a long and lasting contribution to the hobby. It's just not something most Gays flaunt or most Diplomacy players are interested in. After all, it's how many dots you've got that concern most of us, not what you do in bed.

There have been Gays in the hobby from the beginning. Over the years some of the best players, publishers, gamemasters, custodians—you name it—have been Gay (and perhaps even a Lesbian or two, for all I know). There was a flurry of discussion of the Gay issue some years ago when one hobby member was accused of being a Gay and denied it. Later, Steve Hutton raised the hobby's consciousness level about Gay subjects in his zine NO FIXED ADDRESS, and the hobby responded with a giant yawn. No matter how hard Steve tried most hobby members just didn't give a damn. Today some of the hobby's Gay member are still hiding in their closets, fearful of what the hobby would say if "they knew." Others go about their business, doing their own thing and not worrying about it.

What cannot be over-looked, however, is the tremendous contribution made by the creative input of Gays to the Diplomacy hobby. That much we've all benefited from. As for whether he's a he/she or a she/he, well, who really cares?

THE ARMED PLANET

The land of plenty
But can't afford to feed their people
Congress is only concerned
About the MX missile
Families eat their meals
From garbage cans
While politicians laugh and drink
Drunk to all demands
They say money is tight to mention
While starvation roams the streets
And children die before they're born
Infected by the grief
Star Wars is the issue
In the dying nation
Politicians think Nuclear War
Is the answer to the situation
The Armed Planet

IF WE WAIT ANY LONGER

Look at the little children
You can see all of their bones
Listen to their cries of hunger
Such high pitched tones
Their stomachs stay empty
Time and time again
If they all starved and died
Would more help them
Take notice of your waist
Watch it grow and grow
Then think of the children of Ethiopia
Where waste is unknown
Try and think of all the mouths
Which need to be fed
For if we wait any longer
They may all be dead

-Gary W. Fort

NEW BLOOD

Here is a list of people who have written DW lately to inquire about the game or hobby. Many of them are looking for PBM Diplomacy games to play in.

Chalser, Jay: 387 Moon Rd., Lake Orion, MI, 48035.
Munoz, Dino: 1312 Titanla Ln., McLean, VA, 22102.
Smith, Steve: 1440 Sutter Dr., Hanover Park, IL 60103.
Moore, Eugene: 1215 N. Orange Grove Ave., #6, Los Angeles, CA 90046.
Callard, Ben: 21 West Ashmead Pl. N., Philadelphia, PA 19144.
Townsend, Frederic: 2144 N. Dayton, Chicago, IL 60614.
Divver, Luis: 6602 Fairwood Rd., Hyattsville, MD 20784.
Erb, John: RD 7, Box 292, Marheim, PA 17545.
Pagano, Chris: 9 Holly Mar Hill Rd., Northford, CT, 06472.
Robinson, Stephen: 260 Pelham Rd., Apt. L-5, Greenville, SC 29615.
Hell, Frederick: Route 8, Box 205, Lot 92, Morgantown, WV 26505.
Lenthe, John: 242 Gleaves Rd., Springfield, PA 19064.
Nixon, Scott: 133 Pulaski St., Fredonia, NY 14063.
Peterson, David: 5236 Racine Ct., Bonita, CA 92002.
Ittner, John: 120 E. 89th St., 6D, New York, NY 10128.
Harvath, Michael: 1307 East 60th St., Room 306, Chicago, IL 60637.
Pickett, Chris: 6 Milson St., South Perth, W.A., 6151, AUSTRALIA.
Salvatore, Bill: AHIKS Secretary, 19985 Wild Cherry Ln., Waters Landing, MD 20874.
Palleja, Pere Moles, Apartat 1099, 08080, Barcelona, SPAIN.
Calabrese, Chris: 2745 E. Searles, #4, Las Vegas, NV 89101.
Vogt, Karl: 20 S. 41st St., #51, Council Bluffs, IA 51501.
Holz, Jr., James P.: 2237 Hunters Run Dr., Reston, VA 22091.
Denny, Matt: 3524 W. Del Monte, #2, Anaheim, CA 92804.
Bergmann, Jason: Emory University, Box 23780, Atlanta, GA 30322.
Young, Frank: Apt. 204-2, 2312 N. Clifton, Chicago, IL 60614.

WORLD DIP CON

(MANORCON 88)

AN UPDATE (Compiled by Richard Walkerdine, Mark Nelson, Martin Lewis, and Simon Billenness)

Over 120 people have already signed up for the 4 day event and it looks like the goal of 300-400 persons attending will be achieved. Among the scheduled activities are a Saturday and Sunday Diplomacy tournament, Railway Rivals & National Express, Acquire, Croquet, an 1830 tournament, Judge Dredd tourney, Diplomacy Variant tournament,, Spanish Main, 1829, 1853, Revolution, Speed Circuit, darts, and an American football tournament. A lot of the British hobby members will be doing their own thing and some of them are pretty strange. What really intrigues me is Jan Niechwiadowicz's role as Central contact point organiser. I'm guessing he's the one that makes the trains run on time.

Brian Creese will be doing a tape of hobby interviews, Iain Bowen will be handling something called The Birmingham Good Food Guide which is interesting because every guidebook I've read said that there is absolutely no good food to be had in Britain, Martin Taylor will be doing a magic show and it will feature his making Doug Herning disappear from a super-secure room at the top of the clock tower at the University campus. Other activities are in a TBA state.

Besides everybody that's anybody in the British hobby, and a healthy sampling of continental hobby members as well, there will be a handful of Americans attending the first WDC. In addition to Allan Calhamer, Fred Davis, John Crosby, and myself we've decided to take along Simon Billenness to act as our interpreter. Hopefully we'll have enough DW staff and subbers on hand to field a team of our own in the tournament. If that doesn't work we'll run our own tournament.

See you there as well, and if you need more info contact Simon Billenness soon at 630 Victory Blvd., #6F, Staten Island, NY 10301.

Diplomats of Texas Society, Incorporated

8222 Bent Tree, Suite 237

Austin, Texas 78759

March 16, 1988

It's also time to think about DIPCON XXI and if you can make it to San Antonio for the 4th of July Weekend you should have a good time. There will be ten rounds of Diplomacy, open gaming, and a chance to see some of the city, including the newly opened SEA WORLD (in TEXAS?). This annual event always draws a good crowd from all over so make it if you can. There will also be the traditional annual hobby meeting, presided over by Bruce Linsey this year. Now that should be interesting! They'll all be hosting an awards breakfast on Monday morning. So, if regular or variant Diplomacy is your thing (and if it isn't why are you reading this?) be sure to attend.

For more info contact DOTS, Inc., 700 Rio Grande, Suite 211, Austin, TX, 78701, or Pete Gaughan, 3105 East Park Row, #132, Arlington, TX 76010.

THE 1988 SUMMER DIPLOMACY CONVENTION CIRCUIT

From Memorial Day Weekend until Labor Day Weekend each year is the season for face to face Diplomacy activity, ranging from small and informal gatherings at individual's homes to exclusively Diplomacy events held under the auspices of a variety of Diplomacy groups and on up to major gaming events that include Diplomacy as part of their program. Here's a sampling of what's available.

May 27-30, GAMES 1988 (Pasadena, CA)

Part of the highly organized and successful STRATEGICON game conventions. Includes a time limited Diplomacy tournament on Friday evening, May 27th, and many other game tournaments and events. This event always attracts a large (15-20 boards) Diplomacy group, usually won by members of the local Diplomacy crowd. For more info: Box 8399, Long Beach, CA 90808.

May 28-29, DIXIECON II (Chapel Hill, NC)

The CADs have another go at it this year in this exclusively Diplomacy event hosted by the local Diplomacy group. They'll face an invasion of WARTHOGS from the Greater Washington/MD/VA area in what may become an annual US VS. THEM battle for the east coast championship. Contact: David Hood, 604 Tinkerbell Rd., Chapel Hill, NC 27514. Highly recommended.

June 3-5, MARYCON (Fredericksburg, VA) CANCELLED

Alas, once again the WARTHOGS have had their noses buried too long in the hobby's garbage pile and MARYCON has been cancelled. Hopefully, next year, one of the hobby's better events will be back with us.

July 1-3, ATLANTICON (Baltimore, MD)

John Boardman and Robert Sacks always run a good Diplomacy tournament for this event and provide an interesting perspective on the hobby. For more information: Box 15405, Baltimore, MD 21220.

July 1-4, DIPCON XXI (San Antonio, TX)

The grand-daddy of them all, this year's DIPCON promises to be the best in recent years and an awful lot of Texans are working to make sure that we do remember the Alamo. This is primarily a Diplomacy event with other events as side-shows to the featured Diplomacy event. Contact: Pete Caughan, 3105 East Park Row, #132, Arlington, TX, 76010. If you have to mortgage your house, sell your VCR, or hitch-hike, GO!

July 15-19, MANORCON/WORLD DIPLOMACY CON (Birmingham, England)

One of England's biggest and most successful gaming events is hosting the first attempt at a "world" Diplomacy event. So far it's gathered attendees from all over western Europe, the United States, and Southern California. You missed your chance 21 years ago to attend the first DIPCON, so don't blow it and miss this first! Contact: Simon Billenness, 630 Victory Blvd. #6F, Staten Island, NY 10301.

July 29-31, PEERICON VIII (San Diego, CA)

A small, but dedicated group of southern California's finest Diplomacy players gather once again for this exclusively Diplomacy marathon where games often last for hours and hours and hours, or days on end. Perhaps the most ruthless face-to-face Diplomacy event held anywhere. For more info: Larry Peery, Box 8416, San Diego, CA 92102.

August 12-14, CANCON (Toronto, Canada)

The Canadian hobby is getting together to host this Diplomacy featured event with "discreet encounters" as the draw. Contact: Doug Acheson, 95 Dundonald St., Barrie, Ontario, L4M 3T4, CANADA. Remember to save me a tee shirt, guys.

August 18-21, GENCON XXI/ORIGINS '88 (Lake Geneva, WI)

Wagnerians have their Bayreuth and gamers have their Lake Geneva. This year GENCON and ORIGINS will be held together so that strategy game fans and adventure game fans will co-mingle their assets. The hosts should make our real fine. For more info: Box 756, Lake Geneva, WI, 53147. Don't be misled, though, they're holding it in Milwaukee so be sure to bring your own beer.

September 2-5, GATEWAY '88 (Los Angeles, CA)

STRATEGICON's Labor Day Weekend event, held at the Los Angeles Airport Hyatt. Similar to the other events but if you are into airplanes and such this is a fascinating venue at one of the world's major airports. Includes a Diplomacy tournament. See listing for GAMES.

October 29-30, UMF-CON (Farmington, ME)

This is a role-playing and wargaming convention that features lots of "different" activities, including a murder-mystery! Besides, who could resist a Maine venue in the late fall? For more info send a SASE to: Table Gaming Club, c/o Student Life office, Student Center, 5 South St., Farmington, ME, 04938.

Various Dates, CAMCON VII, VIII, etc. (Greater Los Angeles, CA)

Every couple of months or so the Los Angeles Diplomacy group hosts a FIF Diplomacy game (or two, or three, etc., depending on how many show up). It's bloody but good Diplomacy. Contact Ron Cameron, 7821 Bouna Circle, La Palma, CA 90623.

Those are just some of the upcoming events this summer and fall. If you're planning an event that includes Diplomacy be sure to let us know about it at least 3-4 months in advance so we can mention it in DW and DW News. After the event please send us a brief write-up on what went on at your con and, MOST IMPORTANT, be sure to send the results of any Diplomacy games/tournaments to Don Del Grande, 142 Eliseo Dr., Greenbrae, CA 94904, so he can include it in his combined tournament ratings list.

If you are planning on hosting a Diplomacy event of somekind and you'd like some help with planning it and getting maximum publicity for your event contact our Hobby Events Coordinator, David Hood. His address is on the inside front cover.

DIPPY DOODLES

ALL GAMERS ARE WIERD
EXCEPT FOR ME & YOU!

AND SOMETIMES I
WONDER ABOUT YOU!



R

GETTING THERE IS HALF THE FUN

They say that getting there is half the fun. It's true. And if you were going to this year's WORLD DIPLOMACY CON how would you get there? Here's a few ideas for you to consider.

HOW TO GET TO WORLD DIP CON AT 3 MPH

Garret Schenck

Well, I'm not going to England this summer, as my circumstances will not allow it, but I had to think twice about it. England is probably my favorite country to play, and it is probably my favorite place to visit as well. There's one major reason for this: England is home to about 1,500 miles of inland waterways.

What? Canals?? An esoteric interest to be sure, but then we all know about weird hobbies and interests, don't we! Surely if you're thinking about including a three or four day weekend in Birmingham, England in your travel plans, in order to play a series of wargames with perfect strangers, you'll be able to appreciate the appeal these two hundred year old canals and rivers could have for someone as downright peculiar as a fellow Diplomacy player. If you'll bear with me I'll attempt to share with you some of my fascination with English canals and with luck convince you that they should in some way contribute to your visit to England, this summer for WORLD DIP CON or for any summer.

First, a little history. The English canals (and canalized rivers) mostly date from 1760 onwards, the period when Britain's Industrial Revolution really began to gather steam (literally — the canals were used to transport coal for steam engines in factories from their beginning). England went through several "canal manias," that is intense speculation in canal locks and the like, towards the end of the 18th Century, and many miles of the man-made ditches were constructed. The advent of steam powered railroads made canals uneconomic from about 1825 onward, and no new canals were constructed after that date, with the exception of such mammoth works as the Manchester Ship Canal — capable of floating ships displacing 25,000 tons. During the Victorian era the canals suffered steady decline, and the first half of this century saw many miles of canal abandoned or neglected (mostly they were taken over by railroads).

The canals in England failed as commercial entities (in contrast to the relatively modern and extensive traffic to be found in waterways on the Continent) because they were built to such minuscule dimensions. The standard canal barges for much of England's canal system were 70 feet long and only 7 feet wide. They were built small and narrow for good reasons at the time — to save money on constructing bridges and locks, as well as to conserve the water supply. By the 20th Century, however, canals built that small were pretty much useless and began to be abandoned as commercial traffic fell to nothing between the Wars. If not for the intervention of a social movement at the end of World War II to defend and extend canals, the situation in England would likely have resembled that of this country; almost none of our nation's many miles of historic towpath canals still exist. So today the 1,500 mile canal system in England is maintained as a kind of de facto National Historical Park.

Small, narrow canals make for perfect recreational use. Some people own their own craft and cruise occasionally on the canals; while many more rent "narrow boats" from a large variety of rental firms for periods of a week and up, and cruise along the canal network. I, as you would have guessed, have done this no less than 3 different times, and each time have been enchanted by the peace, beauty, interest, and feeling of genuineness to be found along the canals.

You are in command of your own boat, something anywhere from 30 to 50 or 60 feet long (but only 7 feet wide!), depending on the size of your party. This may sound intimidating, but the maximum speed of the boat is about 5 miles per hour. In actual fact your average speed is probably more like 3 miles an hour. Cruising at a walking pace through the middle of dry land in a narrow human constructed water highway is an experience you cannot help but savor. At virtually any point one can hop ashore and walk alongside the boat on the towpaths, left over from when horses provided the motive power, and now maintained as public rights of way. You are definitely not trapped on the boat.

One might think a week of plodding through the English countryside could get monotonous after a while, but this is hardly ever the case. There is an endless variety of interesting sights and occupations to keep up your interest. First of all there are the locks.

Locks are a way to change levels, which, seeing as canals are transportation arteries from point A to point B, they must do at various points. All water flows downhill, but this flow is regulated and controlled in a canal by locks, which are basically 70 foot by 7 foot stone or brick chambers with gates at either end. Boats rise or descend an average of 8 or 9 feet when passing through a lock. The boat enters the lock, the gate is closed behind it, and water is either let out through the "bottom" gate to lower the boat, or let it in through the "top" gate to raise the boat. The operation of the lock is left to you, and this, to me, is the real beauty of the canal experience.

Sometimes it requires a little elbow grease to get the "paddle gear" (the valves in this hydraulic system) to function, especially when the lack of real grease is evident. However, operating locks is rarely a chore. It's why you're there, or at any rate, why I'm there. It's something that is impossible in this country. For one thing insurance regulations and the need to control would make it impossible for you to clamber all over the lock gates, opening the paddles, etc. In America there would be someone there to do it for you, and you would have to stand behind the white line or something like that.

It doesn't stop with locks, however. You will pass under more bridges than you will remember, and many of them are extremely evocative of an earlier, more human paced and human scaled time. Some bridges are lift or swing bridges, which again you will operate. There are also tunnels of up to 3,000 yards in length — navigating through these in the dark is quite an experience. At points you will pass over aqueducts, which carry the canal over rivers or roads.

Along the way you pass through and around towns in which you can shop for food and trinkets (if your taste runs to "trinkets") for your boat comes equipped with a stove, as well as a refrigerator, beds, a shower, etc. — all "mod cons," as they say. And of course you will be able to get food at restaurants and pubs. In fact many pubs are located right on the waterway, since they used to cater to the boatman. They are good places to try out local brands of beer, and meet some of the English people.

So what the heck does this have to do with WORLD DIP CON. Well, not much, I admit, but let's face it; you would have to be pretty fried in the head, or be Larry Peery, to fly over to England just to go to some convention where people will laugh behind closed doors at your boorish American behaviour, at your flat and unappealing accent, and who will move as a united front to crush you out. No, it seems to me that a sane person would need something more. And that something might be a week's holiday on the canals before or after.

If you are planning to visit England anytime you should definitely check out the canals. The last time I went on the canals was in 1986, when a narrow boat for four persons (two couples) cost about 350-400 pounds a week (which is really a cheap holiday if you stop to think about it). I don't know what the pound is now (probably pretty high), but I bet the cost would be no more than 500 pounds for that size of boat.

Even if a week on the canals isn't in the cards for one reason or another, keep an eye out for them in your travels. If you are in London with a spot of free time go to Camden Town tube station and ask how to get to the locks (about 5 blocks). If

you're lucky you'll see a boat come through the lock and perhaps understand why some are bitten by the canal bug.

If the prospect of a trip on the English Canals appeals to you, don't hesitate to drop me a line. I would be glad to help you in any way I can; whether your interest is in travelling on them via narrow boat, or where in Birmingham you can see canals. I should point out that Birmingham is the center of the canal network, and many miles of canal exist inside the metropolitan region. It's probably crazy to suggest that during the con anyone will do anything other than play games, booze, schmooze, or whatever but before or after you may have some time to kill, so go hunting for those canals. You will probably find one! My address: 40 3rd Place, Basement Apt., Brooklyn, NY 11231-3302.

OTHER ALTERNATIVES FOR GETTING TO WORLD DIP CON

Larry Peery

There are faster, if not better, ways to get to DIPCON. You might consider a trip over on the QE2, Britain's flagship liner. The five day trip is offered 22 times this season from New York to Southampton with various stops at Baltimore, Boston, Cork, and Cherbourg on selected crossing. Fares, per person, range from \$1,600 to \$8,000 depending on the class of travel. If you've never done a transatlantic cruise you should do it while you still have the chance and what better excuse could you have than WORLD DIPCON? The QE2 offers everything a 5 star hotel on shore offers and more. Cunard is offering all kinds of special inducements this season, including a sail one way, Concorde the other package with a very low airfare.

Those Concorde flights are, of course, the fastest way to go and the QE2 package discount fare of \$500 or \$600 is about \$2,500 off the regular Concorde fare for a NY-London or London-Miami flight. The Concorde, of course, moves at something like Mach 2+. Consider it the most expensive single meal you'll ever eat as you are wined and dined on the short flight across the Atlantic. Again, it's a once in a life-time experience. Enjoy it if you can.

On the other hand if you can't afford such luxuries there are still ways to go to WORLD DIP CON. Using charter or IPEX (flight+tour/excursion fares) or APEX (lowest regularly scheduled airline flights) you can still get over there for not much more than you'd spend on a week's vacation over here. And, depending on your tastes and budget you can spend from \$30 to \$300 a day on accommodations over there and from \$5 to \$150 for a meal. You can catch the free shows, sample museums and such at a nominal charge or spend \$220 on a scalper for a ticket to PHANTOM OF THE OPERA. British Airways, American Airlines and TWA all offer a variety of packages that include airfare and time in London. A variety of tour groups offer all kinds of tours of England. Of, if you're of a mind to you can pack up your knapsack, hop a charter and drop yourself on the doorstep of some friendly sounding English hobby member.

So, no excuses, GO!

IF YOU ARE REALLY THINKING ABOUT GOING TO WORLD DIPCON

Then drop me a line. I've been studying the different possibilities for travel arrangements, accommodations, etc. and I may be able to give you some suggestions, or at least steer you to good sources of information. There's a tremendous variety ways to get there, places to stay, and things to do while your in England. Or, if you're a bit flush this year why not join me? I plan to take in DIPCON in Texas, WORLD DIPCON in Birmingham, visit France for Bastille Day, and see some of England while I'm there. Just remember to start by getting a passport NOW! And a visa if you plan to visit France. Without them you'll never get off the ground.

HOW TO DO IT IN BIRMINGHAM

Martin Lewis

The central event of the annual convention is the Universities Team Diplomacy Tournament. Don't let the name throw you, since you don't have to be a student to take part; you don't even have to be in a University team either come to that.

The event takes up most of the Saturday from 1000 to 1700, and this fixed deadline means that, almost inevitably, that the games will end in agreed draws.

For anyone coming over and planning to form a team to challenge the best of the British, I have prepared a small guide to what you can expect — we don't want anyone complaining that they didn't know what the score was on our first International Diplomacy Tournament do we!

Teams are submitted to the organizers by Friday evening, and will consist of seven players, each with their allotted country. The organizers can then find a quiet corner and work out the boards in a fashion to which I'm not privy. Next morning the assembled gamers learn who they'll be spending the day with, as Nick Kinzett — the "main man" for the day — irreparably damages his vocal chords trying to make himself heard above the chatter. The games will be played without gamemasters and are adjudicated by the players on each board; Nick, or another of his team of helpers, is on call in case an arbiter is required to sort out a particular point.

Sometime around 1030 we're ready to go and Nick sets the Spring 1901 deadline, giving up to half an hour for those all-important initial negotiations. From Autumn 1901 onwards we get down to just fifteen minutes — sometimes less by common consent when a clear-cut position develops. Nick's method of signalling the deadline varies — last year he used a whistle — and then you have a minute or two to get the orders written and ready for adjudication.

Retreats are always handled according to the Book, so that any players with units to retreat have to write down the move without the benefit of negotiations. Builds and disbandments are similarly dealt with after Autumn moves ("Fall" to you lot). Badly written orders may get harsh treatment, as will such common mistakes as ordering an army when it's a fleet, not specifying a coast when necessary and so on: the best way to avoid arguments is, as always, to write clearly and not make silly errors, like all the best gamemasters tell us.

As 1700 — or whenever the agreed time — approaches, you'll find that most games will have already finished in agreed draws because the remaining players have decided that there's nothing to be gained by going on. Furthermore, you have to remember that you're part of a team, and are therefore out to secure the best result for your team without jeopardising its chances by taking the risks you might be expected to take if it was just you. One or two games may stay the course, and Nick will step in to announce a draw between all survivors. Of course by now, the bar will be ready to open and you can discuss your team's chances based on the fortunes of the day.

The scoring system has attracted controversy, as all systems are wont to do, but there'll be little (if any) change on last year's, which involves Primary Points (given for an outright win) and Secondary Points (awarded to survivors based on the ratio of the centres they held at the finish). I won't go into too much detail on this, but the theory behind the system is that the number of players in the draw is immaterial compared to how close a player has come to a win: a player on ten centres will, for example, score more points if his nearest opponent has six centres than if this opponent had seven centres, but scores less points if he is only the second-highest with another player on fourteen centres. However, players should play their own game, not the scoring system — leave that to the organizers at the end of the day.

So now you know what to expect, you've no excuse have you.

See you there.



R
C
WALKER

A
PASTICHE
IN
PURPLE

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A PASTICHE IN PURPLE

R. C. Walker

Introduction

What you are about to read is part of a story, a short novella which will probably be about 20,000 words when finished. It is, I hope, to be the first of a published series of Sherlock Holmes parodies. In addition to "A Pastiche in Purple", there may be such titles as "The Freckled Band", "A Scandal in Pwdrêgg", "The Red-Nosed League" and others.

You may ask, what has a Sherlock Holmes parody to do with Diplomacy? You may well ask. Yes, well may you ask. The answer is rather a bit of nasty business. It happens that the whole idea for this grew, very gradually, out of a Diplomacy game.

The game was 1966AA. It began 22 years ago and ended in an Austrian-German draw 2 years later. I played Austria. It is this game which is given a blow-by-blow treatment in my Gamer's Guide to Diplomacy. While the play of the game had certain interesting features which caused me to select it for use in the Guide, the most interesting feature did not appear there—the press. This verbal slugfest generated many, many thousands of words, and was participated in by the players, the GM, and even outsiders. The press was so extensive that John Boardman was forced, on occasion, to bring out special issues of GRAUSTARK in which only press releases were printed.

It was in this maelstrom of thrust and counter-thrust that Pope Joan II (and some of Her friends) was born. I had chosen to try an Italian alliance (one of the earlier attempts by an Austrian player to do so). The Italian player and I decided it would be a good idea to cement our alliance in the press with a dynastic alliance. Hence Princess Lucretia Borgia, daughter of Pope Innocent XIV, married Emperor Leopold Leadbutt. Well, of course she poisoned him (and all of the rest of the members of the Hapsburg-Lippe family), and became sole Empress of Austria. She became, in essence, my character, not my ally's.

After an initial success the alliance ran into a strong attack from England and Germany, and it appeared that Italy would fall. My ally decided it would be better if I had his centers instead of the enemy, and invited me to take them. I picked up Venice and Rome very quickly. In the press, Lucy stormed Rome, deposed her father, seduced the entire College of Cardinals (with the aid of an aphrodisiac, "borgiabiazin," developed by the renegade Russian scientist Dr. Phrygid Dotteriev), and became Pope as Joan II.

As things developed, more characters entered the scene. The Pope's Private Secretary (and Ecumenical Pimp), Count Vissarion ("Vissi") d'Arte (although I originally called him Ritorno Vincitore). Lorenzo Cardinal Peericelli, head of the Inquisition. Admiral Rozhdestvensky Walkoff, commander of the Imperial Navy of Grand Sevastapol. Ms. Svetoxa Hullabaloola (who claimed to be a daughter of Her Holiness). Sir Ian Planckman, a British pacifist who went around in a dirigible napalming anything he thought was a military facility. Mutinus Nightstand, a New York porno publisher who was bringing out Svetsoxa's memoirs. Kaiser Wormtongue. Infant Prince James, the extremely prepubescent ruler of England. Jacques Hootch, the Temperance Party President of the French Republic in Exile.

As it happens, the main characters in the story never appeared in the press. These are the "Holmes" character, Sir Henry Orfal-Dorfal, and his "Watson", Radu, Count Drakul. Some of the other characters have gradually changed. Joan II has stayed pretty much the same. Cardinal Peericelli, however, has been altered utterly. He was originally just Larry Peery in a Cardinal's hat. He doesn't appear in this chapter, but is in Chapter 3. He is almost 7 feet tall, and red-headed. Peericelli originally took holy orders because he liked the uniform—robes, you know. He is now the world's most prominent transvestite Cardinal. In Chapter 3 he will be wearing his robes in the latest Paris fashion, tied back with satin bows, and his Cardinal's hat decorated with apples, cherries, and pomegranates, plus a spray of red feathers (guess which bird).

In Chapter 5, he sells indulgences, like ice cream bars, from the back of his coach (which has a music box that plays "Dies Irae, Dies Illa, Tirra-Lirra, Tirra-Lirra La" as it drives). Larry Peery is of course nothing like this. He is far, far worse.
And now A PASTICHE IN PURPLE.

A PASTICHE IN PURPLE

[Being an extract from My Life, Death, and Times, the autobiography of Radu, Count Drakul (4 Vol.: Budapest, London, Petrograd, and New-Amsterdam, 1983). This segment is taken from Volume II, La Popessa (or Lucrezia In Bromide).]

1. The Pope and the Great Detective

Nothing in my previous experience (not even considering my extraordinary family) prepared me for the most incredible of all the Incredible Borgia Popes, Joan II. Indeed, Her Holiness was even more unexpected than the Spanish Inquisition — although I must admit that, unlike Cardinal Nixcoyotl, She did not hide behind bushes, jumping out to grab the unwary in this or that wrestling hold.

Equally unexpected was my meeting with the Great Detective, many of whose astounding exploits are recounted in this volume. Sharing in his adventures made my years in Rome extremely interesting. None of this would have happened, however, had I not been wounded in combat. I have recounted, in a previous volume, how I came to grief in the Turkish Wars. [See Daddy Dearest (or No, I Haven't Just Popped Two Pimples on My Neck) —Ed.] However, I offer a brief summary of those events here.

I had become President of the Transylvanian Red Cross in 1892. When the Turkish Wars began in 1894, my agency was naturally attached to the Commissary Division of the Imperial and Royal Flying Vampire Brigade. My great-great-great-great-great-great-great-grandfather, Vlad Drakul, who commanded the Brigade, was an audacious tactician, famous for his demoralizing night attacks on the enemy (and others). It was during one of these, at the great Battle of Varna (1898), that I took a bullet from a Bulgar sniper in my left shoulder. The Emperor graciously retired me on the disabled list. Thus I found myself facing the boring prospect of enforced inactivity.

I was taking the cure (and an occasional virgin) at Seltzer-Sitzbaden, in Austria, when I read about the great revolution in Rome (1899). I did not expect then how much this tumultuous event would change my life. It was, however, a fascinating affair; the papers were full of it. I read with mystified amazement:

—how Princess Lucrezia Borgia raised an army of Swiss mercenaries and marched on the Holy City,

—how she confronted her father, the incompetent Innocent XIV, deposed him, and exiled him to a tiny town in the Californian Republic, called Tia Juana,

—how the Princess (assisted where necessary by her brother Cesare) convinced the College of Cardinals to elect her to the Throne of St. Peter,

—how one Cardinal described that all-night session as "beyond description",

—how Lucrezia's coronation as Joan II was so lavish it was celebrated in song, legend, and newspaper paragraphs as "The Field of the Cross of Gold",

—and how Her Holiness declared that the deposition of Her predecessor was necessary for many reasons, including his failure to understand the international situation (Diplomacy," She declared, "is no game for innocents.")

A short time later, the Prince of Transylvania summoned me to court. Old Béla Bathéry III looked worn out (as he always did after a visit to Vienna). "The Emperor," he told me, "is concerned that this Principality has no Legate in Rome. I pointed out to him that we never had. I asked, why is His Majesty concerned now? Well, he is — even though He knows the Transylvanian Church and Prince have always tried to keep

Rome at fang's length, so to speak. Well, perhaps a token legation won't do any harm. Our spies tell us a handsome young fellow is our best choice. So off you go, Drakul. We'll draft you a letter of credit on the Treasury. Set up a suitable office and make an official presentation of yourself at the New Vatican. After that, please try to remain inconspicuous—but keep on Joan's good side."

"How might I do that?"

"I'm sure a strapping young fellow like yourself will soon figure that out. Lucy—Joan, that is—really likes only one form of amusement. She's twenty-five and easily one of the sexiest women in Christendom. Oh, you'll figure it out, all right—and be sure you do! The Turks are doing their damndest to bribe the Holy See into commissioning them for a crusade against us. Thus far the Borgias have recognized the essential inappropriateness of such a move—and the fact that the Imperial bribe is larger than the Porte's. But God knows what Pope Joan might do."

I was not sure that God did, in fact know. Soon I came to believe that God didn't even want to know.

However, I was happy to be serving my country again. Full of enthusiasm, I took the Occident Express by way of Vienna to Rome. I arrived on 23 May 1900, a Legate without staff or legation. I took a room at the Santo Grial Bed-and-Breakfast (on the Via Alessandro VI), sent my official compliments to the New Vatican, and awaited a response.

The very next day I met both the Great Detective and the Pope. How this came about may be briefly set forth.

That morning there was a knock at my door. I opened it—and there, dapper as ever, smoothing his mustaches, was my old university chum, Count Vissarion d'Arte.

"Vissi! I cried. "What are you doing here in Rome?"

"Why, I'm Private Secretary to Her Holiness. Didn't you know?"

"If I did, it's not through any efforts of yours. I haven't had a word from you in the last two years except a bent-up bit of cardboard from Vienna. It had an awful daguerrotype of 'St. Mark Kicking Satan in the Bum' on one side, and a few scribbles under the 'Carte Postale' on the other. It said, as I recall, 'Having perfectly dreadful time. Wish you were here.'"

"Yes," Vissi replied. "Instead of me, you know. Aren't you going to ask me in to the ... uh, this is the Legation, isn't it? It looks very much like a dowdy bed-and-breakfast place."

I stepped aside and waved him in. "Frankly," I said, "I haven't had time to find a suitable location yet."

"Oh, well, then you must be sure to come to the Audience this evening."

"An audience? With Her Holiness? At night?"

"Indeed yes. I've been sent to invite you. It's just a simple affair for a couple of hundred or so: an Informal Audience and High Holy Bingo Banquet. No orgy—Lucy's exhausted. The Royal Zulu Ambassador, you know."

I didn't know. "Ah," I said sagely and noncommittally, nodding my head. "Does the Zulu Republic maintain an embassy here also?"

"Blessed St. Messalina, no! They're Protestants—allies of the Kapstad Dutch, you know."

I did know. The Protestants still hung on, in odd corners of the world, but I thought most of them had come at least to diplomatic terms with Rome. "Oh, yes, of course," I said. "Well—tonight, then?"

"Absolutely, Radu. Here's your invitation; come when you like, any time after dark. There will be someone there I want you to meet, and who might help you with finding a place for your Legation." We spoke for a few more minutes, after which Vissi left.

That evening, at half-past seven, I presented myself at the doors of the Hyperion II Memorial Chapel, Dance Hall, and Skating Rink in the New Vatican. One of the Swiss Guards (you can always tell them by the holes in their uniforms) fetched Vissi. My friend escorted me inside. The hall itself seemed to be at least the size of a football field. There were people everywhere—at least the two hundred Vissi had promised.

"Come along," he said. "I want to introduce you to one of the most interesting gentlemen in Rome." We walked toward one of the refreshment tables; as we approached, Vissi stopped and indicated a particular man surrounded by a gaggle of giggling and attentive ladies. "That is Sir Henry Orfal-Dorfal, the English ambassador. He is also one of the most powerful intellects in Christendom, at least where it comes to the subject of crime. I believe also, that he can help you find a place for your Legation."

The man Vissi indicated was certainly the most extraordinary personage I had ever laid eyes on. He was no more than half a foot taller than five feet (5'3", I was told later), rotund and stubby-fingered. His luxuriant hair, mustaches, and beard were pure white (prematurely so, I learned, for he was then but thirty-five years old). Of all his face, only his nose (round and ruddy) and his eyes (black and good-humored) could be seen through tangled curls and fluffs of white. I could easily imagine that the rest of him, under his tuxedo, was similarly furry — even the backs of his hands were covered with curly white hair.

As we walked up to Sir Henry, he was addressing the gorgeously dressed women surrounding him: "Now, testing for poison is a delicate art and—why, Vissi d'Arte! Just the man I wish to see; how convenient. Tell me, what is the provenance of that punch—I assume it is punch?—which we can't drink because it is marked 'Reserved'?"

"It's a special sort of punch, Sir Henry, from the New World, a gift from the President of California. It's called 'Margarita', and it has limes and cactus juice and I don't know what-all in it. His Excellency's letter asked that we insure that Her Holiness had the privilege of first tasting it."

"Most reasonable. May I take just a glass of it, for a little experiment, if I promise not to drink it?"

Vissi shrugged. "Of course. Lucy can refuse you nothing, as you know."

Sir Henry's smile vanished. "Yes, Vissi; you needn't remind me." Then he turned to fill a large glass with the Margarita punch. Holding it up, he said, "Now, the test for strychnine is one of the easiest and most straightforward. I will add some of my testing compound, and show you that in the presence of alcohol there is no reaction!" He took a small packet out of a pocket. "If the poison were present, there would be a certain precipitation." He took a pinch of the powder in the packet and sprinkled it into the glass. Almost instantly all of the color in the liquid precipitated to the bottom, leaving the upper part clear as water. "Oh, dear," Sir Henry said. "It appears we have a positive reaction, Vissi."

My friend's expression was puzzled. "Meaning...?"

"Meaning," Sir Henry said as he held the glass up to the light of the chandeliers, "that there is enough strychnine in that bowl to lay out half the population of Rome stone dead."

"Two million people? Surely you—"

"Jest? Yes, about the number; but not about the poison. I never jest about poison, d'Arte. The President of California sent this, you say? A certain ex-Pope, more likely. I believe you've just been served notice that Innocent intends to come back. Have this stuff taken out and dumped—but not in the Tiber unless you want a river full of dead fish in the morning."

The ladies around Sir Henry had drawn back, afraid even to be near the deadly brew in the bowl. He turned to them and began to wave them off. "That's enough Art of Detection for now, my dears. Run along and enjoy the solree." The women, most of whom were young and very pretty, protested and complained, but eventually they drifted off at his urging. Vissi, meanwhile, was tending to the poisoned punch. I found myself alone with the Englishman.

He looked at me intently, up and down, for a few moments. "Well, sir," he finally said. "I daresay Vissi intended to introduce us—but he is easily distracted by trifles. You are Transylvanian, I perceive, and of a princely family, recently retired from a military career on disability, and on a diplomatic mission."

I was astounded. "How could you know all that just by looking at me?" His powers of perception seemed at that moment to be supernatural.

"Elementary, my dear Drakul. There is your military bearing, for instance, and the way you hold your left arm from your damaged shoulder. Mainly, of course, is our friend Vissi. He told me all about you."

"Oh," I said, much relieved. "I had begun to suspect you were some sort of magician—pulling all those details out of thin air, and your trick with the punch, and the way you seem to fascinate the ladies."

"Why, any mediocre chemist can devise tests for poisons. As for the ladies—well, that does happen to be magic. A rather ill-natured witch, whom my father once offended, cursed me from the cradle to be forever irresistible to women. Most inconvenient."

"I should delight in such an inconvenience, sir."

"Would you? It's very nice before puberty, when being petted and fussed over is rather fun. And it's also very nice for a few years after, when you have plenty of wild oats to go around and very little else on your mind anyway. But later, when you develop serious goals, a career, and other interests—well, then, it's damned inconvenient. Why, how can such a man marry? His wife would be condemned to lifelong jealousy. No, young Count Drakul, this is indeed a curse, not a delight. I should rather be irresistible to only one woman."

"Which one?"

"Does it matter? It doesn't seem to matter, anyway. Some day, perhaps it will...Well sir; the Count d'Arte says you are in difficulty, unable to find suitable accommodations for your one-man legation."

"Actually, Sir Henry, I haven't yet had time to look."

"And you might look high and low for a proper place in a city like Rome. But why look at all? My own embassy occupies half the huge old Trionfetto. It's a drafty barn built by one of the Hyperions. It's hard by the railway station, so you get rumbling and bits of plaster dust now and then, but by and large it's very comfortable. Half that place is more than enough for a minor Power such as England, though it strains my pride to admit it. The staff are all very nice, but it would be pleasant to have another resident who was more of my social standing, you know. I gather the Drakuls go back a long way, and the Orfal-Dorfals have held lands and titles in England from before the Domesday Book. Besides, Vissi tells me that you might enjoy sharing my interest in—shall we say?—the unusual and the obscure, perhaps even in the detection of wrongdoers."

On impulse, I agreed, and he gave me the address of his embassy, 221 Via Fornajo, Suite B.

We had begun to chat about details of my moving in when the Papal Chamberlain announced the presence of Her Holiness. I had not seen Pope Joan in person before, and I was stunned.

I had seen daguerrotypes of the Pope in the papers, and She had always looked tall—but I assumed this was because She was always wearing one of the Holy See's large collection of tiaras. Since I was an inch over six feet tall, I assumed I would be taller than Joan II. I soon found out that She was in fact two inches taller than I.

Her Holiness entered the audience hall to tumultuous applause. Her amply endowed figure (round where it ought to be round, slender where it ought to be slender) was clad in a simple cassock, décolleté to Her naval (and, as it turned out, décolleté in the rear to a point about six inches below the small of the back). She wore the Steel Tiara of Turin (accented by a single large baroque pearl), boots (She always wore boots), and dainty white gloves (small hands; long, sensuous fingers).

"Her Holiness looks ravishing tonight," said Vissi, as he walked up to us.

"Ravished, rather," I observed; her long black hair was done in a braid I longed to unravel.

"Ah," d'Arte replied, "I do wish I shared your enthusiasm for such things. You know my tastes, Drakul."

"Yes—and the Royal Zulu Ambassador's already been taken, you told me."

Vissi laughed. "True enough, but he also has a Private Secretary."

The Pope's voice, truly Wagnerian in pitch and volume, cut through the noise of the crowd like the edge of last year's razor through the tip of one's finger. "Doctor Fu! Daaaarling!" She squealed, bearing down on the Imperial Manchu Ambassador. "You sweet, inscrutable Oriental peril, you! How are you coming with those plans for world domination?"

"Inscrutably, Your Holiness," the sinister gentleman replied.

"About what We expected. Well, don't forget the Line of Demarcation, will you? Mustn't be greedy."

Then the Pope looked with flashing blue eyes at us and abruptly started in our direction. "Men-reeeee!" She squealed as She raced up and smothered the little Englishman in her ample upper body. I tried to keep from drooling and Vissi rolled his eyes toward the ceiling. "Daaaarling! Why don't you come up and see Us some time? Oh, you irresistabl fuzzle little sexball. We just can't keep Our hands off you."

"It's the witch's curse, Holiness," Sir Henry said.

"Well, get uncursed. You know that We can't abide short, fat little men."

"Your Holiness already tried holy water."

"Yes. But, you know, the holy water in Rome isn't all that holy, if you catch Our meaning."

"I've been to the shrine of St. Salome Dansante in France. Nothing."

"Oh. Serious as all that, eh? Why—" The Pope turned toward me. "Why, you're the new Transylvanian ambassador, aren't you? You're cute."

"Legate, Your Holiness," I bowed, noticing as I did so that Her decolleté actually went below the navel. Quite a bit below.

Her smile was somewhat forced. "Of course." I resolved to remind myself that the Vicarress of Christ didn't like to be corrected. "Well," She continued, running Her right forefinger around the outside of my left ear. "We're sure you have some redeeming characteristic. Why don't you present your credentials to Us soon in a private audience, and let's see if We're not right."

The Pope's eyes flicked about the room and She saw someone else to greet. Her Valkyrie cry filled the room as she left us. "Munchie dearest! What's new, daaaarling?"

As Joan II bore down on the German ambassador, Baron Munchausen, Vissi mumbled something about "official duties" and drifted off. Sir Henry whispered that he was slipping out to spend some time in his laboratory. Suddenly I was alone in the swirling throng of the most licentious court in Christendom.

REFLECTIONS ON THE GOLDEN AGE

What you have just read is an example of the kind of press that was written during the hobby's Golden Age (a term whose definition I leave to others). In his introduction Rod refers to the popularity of 1966AA but his comments fail to do it justice. Almost all the players in 1966AA also published their own zines and ran their own games, often as many as ten or twelve at a time. And all these people played in games in the others' zines. And often the press in 1966AA was paralleled in other zines and the same character (if slightly different plotlines) appeared in as many as 20 different zines at a time. I recall, for instance, that Lorenzo Cardinal Peericelli and the infamous Queen Lurleen were active in no less than a dozen different games at one time. Players often exchanged copies of their press before the submission of moves to make sure that everyone had their plotlines coordinated and everyone read everyone else's press—in all the zines and all the times—to make sure that things worked out. In fact I'm sure that Charlie Turner is turning over in his grave at the thought of Rod getting the last word in. Did you hear that Brian? And I think I hear a rustle of leather corsets. It must be Lurleen stirring at her L.C. Smith.

Diplomacy's All-time Finest

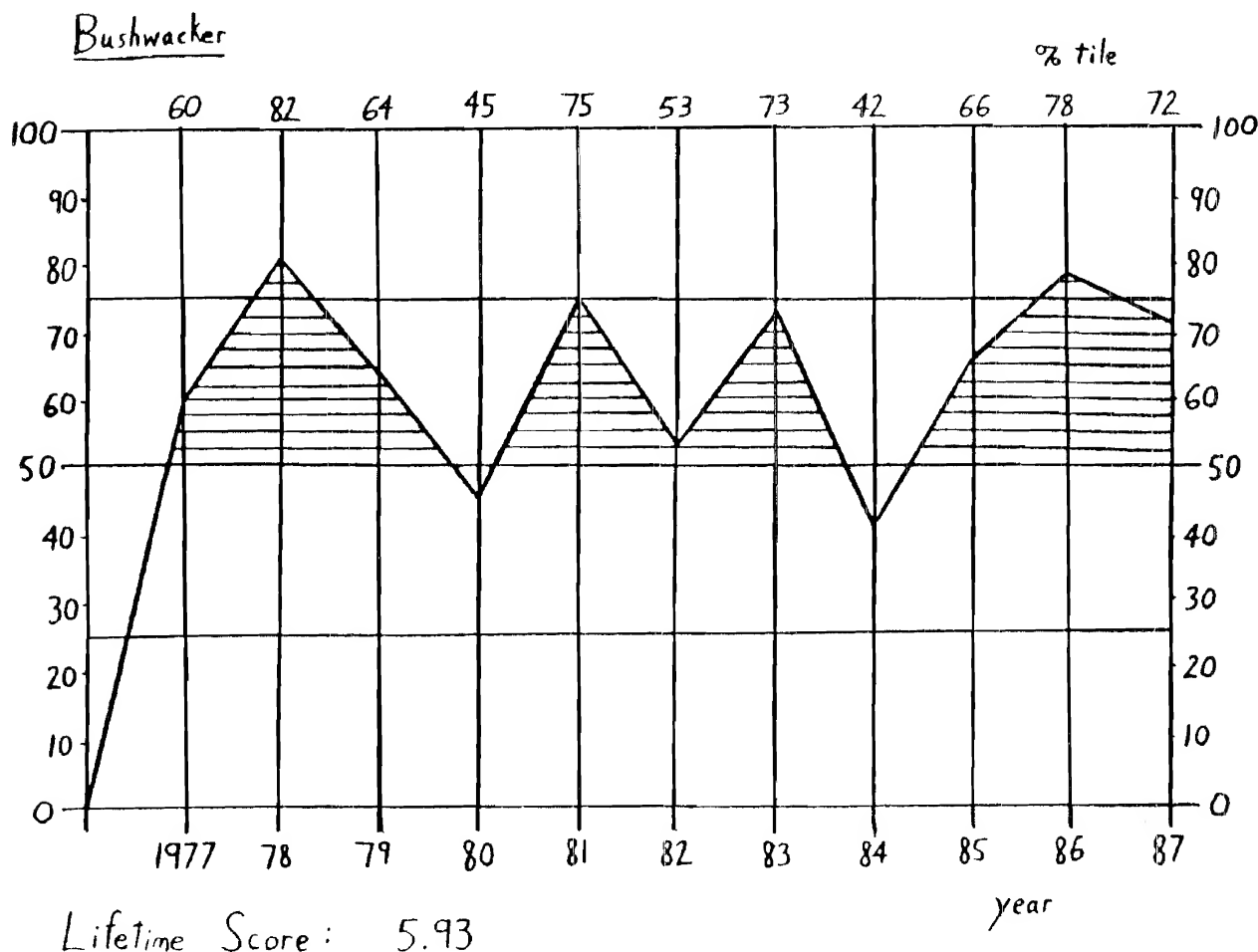
by Bruce Lindsey

In the annals of Diplomacy history, there have been many great publications and gamesmasters. Which of these are the greatest ever, though? This question could be the subject of intense debate, for each hobby member has his or her own idea of what constitutes greatness.

There is, however, a way to evaluate the opinion of the hobby as a whole on this question. Each year, many hobbyists rate their publications and GMs in the Runestone Poll. The results of this annual survey give us a good idea of how the hobby regards each zine, subzine, and GM.

I have spent time analyzing the results of all the Runestone Polls from the very first one in 1977 up till last year. What I have done is to convert the standing for each zine (etc.) into a percentile ranking for that year. For example, in 1977 the zine Bushwacker finished 19th out of 45 zines. If we define 'percentile' to be that percentage of zines which finished at or lower than this level, then Bushwacker placed at the 60th percentile that year.

Now let us go farther, and chart the history of a zine like so:



The chart on the previous page shows the entire set of percentile rankings for Bushwacker from its first Poll through the most recent one. We call this graph its history curve. At a single glance, we can now appreciate how Bushwacker has over the years generally been rated fairly high — usually in the 50-to-75-percentile range.

Note also that I have shaded in the area lying underneath Bushwacker's history curve and above the line of averageness (the 50th percentile). The total area (number of rectangles) of the shaded region is called the zine's lifetime score. It can be calculated using the formulas for areas of a triangle and a trapezoid.

The beauty of lifetime scores is that they are a direct result of a zine's ranking by the people of the hobby over a period of all the years that the zine was active. Both longevity and quality are important components of a high lifetime score. As you can see, Bushwacker has a lifetime score of 5.93, a figure which will continue to rise each year it is published, unless its quality (and thus, the collective rating given it by the people of the hobby) declines significantly. Now, Bushwacker is a fine zine. But is it the greatest of all time? Or are there any zines which have accumulated still higher lifetime scores? The answer is yes, there are. In fact, Bushwacker is eighth on the all-time list. If we calculate all the scores, the ten greatest zines of all-time are:

1. Diplomacy World	12.54 (the greatest Dip zine of all time)
2. Europa Express	11.91
3. Fol Si Fie	10.64
4. Diplomacy Digest	9.08
5. Sleepless Knights	8.52
6. The Brutus Bulletin	6.60
7. The Voice of Doom	6.59
8. Bushwacker	5.93
9. Runestone	5.59
10. Snafu!	5.22

Those ten zines have all attained lifetime scores of at least 5.00. If there were a Hall of Fame for zines, they would be in it. A number of others have hit the 4.00 mark:

11. Claw and Fang	4.80
12. No Fixed Address	4.75
13. Just Among Friends	4.19
14. Magus	4.17
15. Ter-ran	4.12
16. St. George & the Dragon	4.03

These we may regard as the zines which have achieved near-greatness. Claw and Fang and No Fixed Address both miss the 5.00 cutoff for Hall of Fame

recognition by a whisker, though I'm sure many hobbyists would argue for their inclusion. Several other zines have a chance to join the 4.00 club in 1988:

<u>Zine</u>	<u>Current Score</u>	<u>Must Finish</u>	<u>Chances of Making it to 4.00 This Year</u>
KK/Whitestonia	3.90	7th percentile or better	shoo-in
Costaguana	3.32	26th percentile or better	shoo-in
Praxis	2.27	90th percentile or better	extremely good
Graustark	3.58	52nd percentile or better	extremely good
Excelsior	3.41	60th percentile or better	very good
Perelandra	3.38	58th percentile or better	very good
Retaliation	2.62	85th percentile or better	fair
Cheesecake	3.43	72nd percentile or better	long-shot, but wait till '89!

Costaguana even has a great shot, and KK/W a fair one, of hitting the Hall of Fame total (5.00) this year.

Turning now to subzines, we find a much smaller pool of candidates for greatness. There are a couple of reasons for this. Subzines are a relatively new breed, and thus the Subzine Poll hasn't been around for that long. Moreover, subzines generally tend to come and go much more quickly than zines. In fact, since 1982 when they were first rated, only two subzines have attained Hall of Fame scores of 5.00:

1. Humboldt 5.64 (the greatest Dip subzine of all time)
2. Fiat Bellum 5.22

Eight others have reached scores of at least 2.00:

3. High Plains Gonzo 3.56
4. Hare of the Dog 2.94
5. Mos Eisley Spaceport 2.93
6. Sex Apeel 2.46
7. Kathy's Korner 2.22
8. High Inertia 2.16
9. The Megadiplomat 2.13
10. Strange Doings 2.04

I should point out that High Inertia will rise dramatically after this year's Poll. A second straight win would raise its lifetime score to 4.16, almost assuring it of reaching a Hall of Fame total in '89. I brazenly predict that someday, it will pull into first place on the all-time list, though Humboldt is still going strong.

That brings us to the all-time great GMs. Eleven people have earned lifetime scores of at least 5.00, qualifying them for the Hall of Fame:

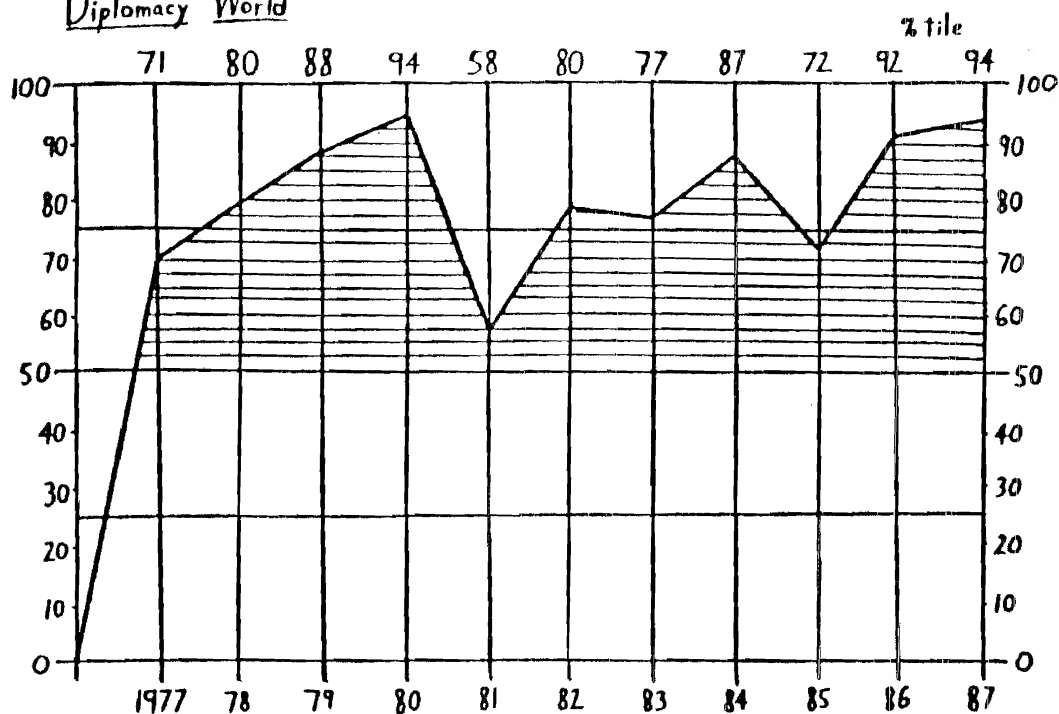
1. Andy Lischett 12.52 (the greatest Dip GM of all time)
2. John Daly 10.31
3. Gary Coughlan 9.81
4. Steve Heinowski 9.21
5. Bob Sergeant 7.98
6. Dave Carter 7.29
7. Lee Kendter Sr. 6.12
8. Doug Beyerlein 5.71
9. John Michalski 5.68
10. Randolph Smyth 5.52
11. Fred Davis 5.39

Larry offered me the centerfold of this special issue (

THE TOP TWO ZINES

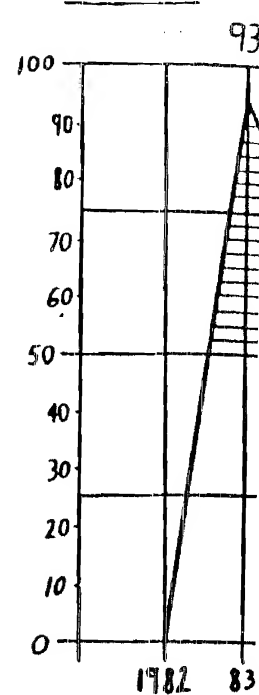
THE TOP

Diplomacy World



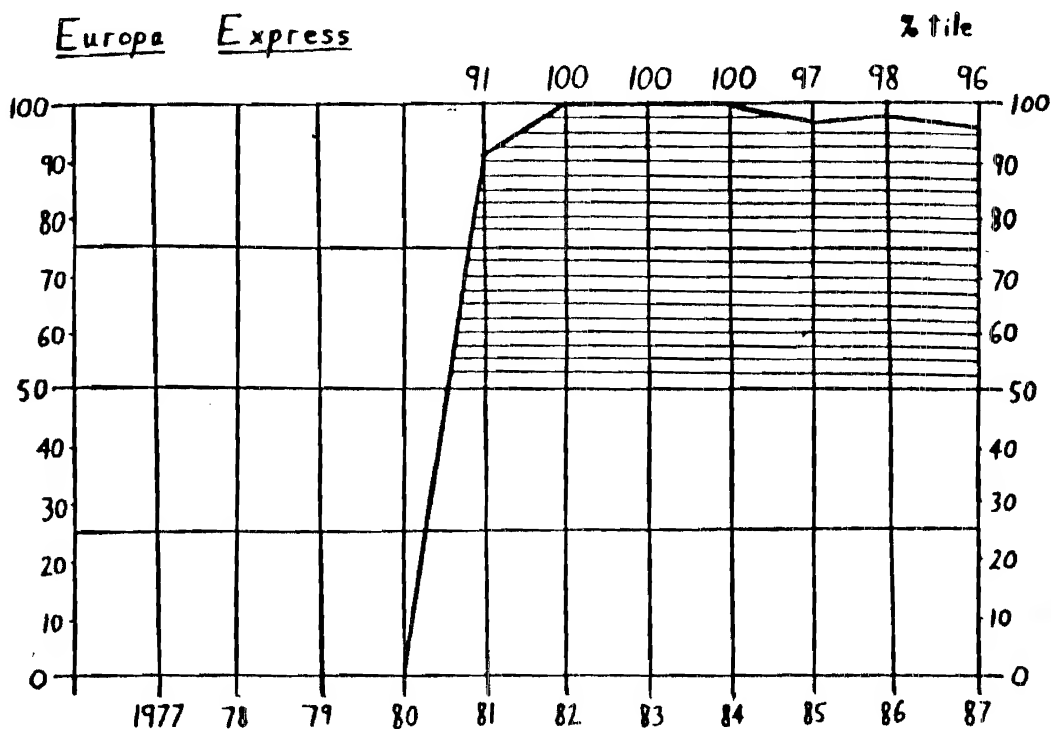
Lifetime Score: 12.54

Humboldt



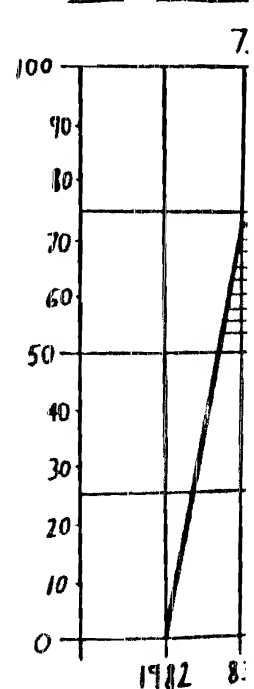
Lifetime Score

Europa Express



Lifetime Score: 11.91

Fiat Bellum

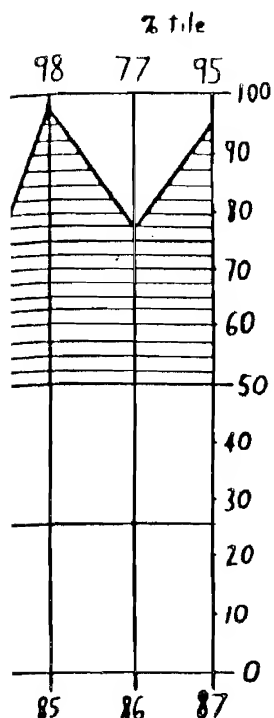


Lifetime Score

so how could I resist bringing you history curves for...

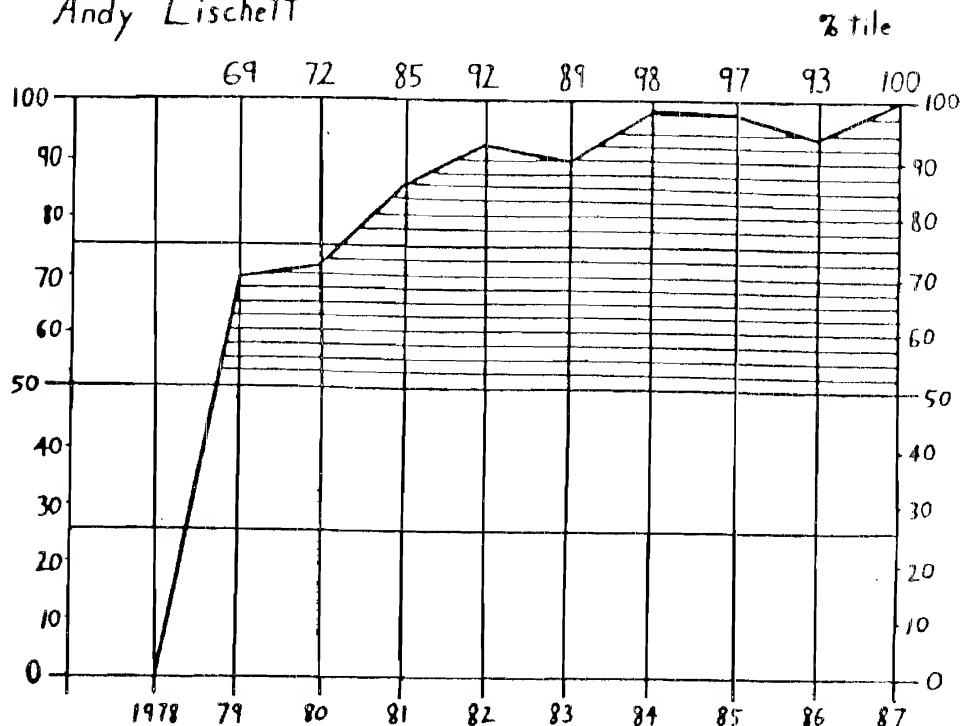
UBZINES

THE TOP TWO GAMESMASTERS

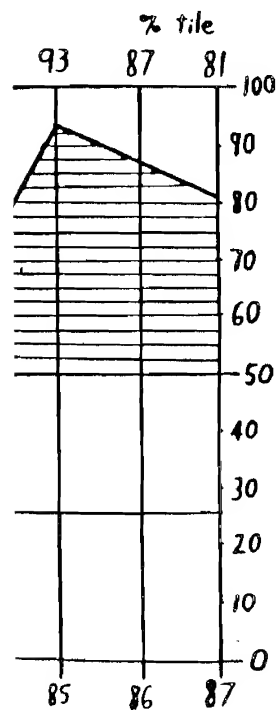


4

Andy Lischett

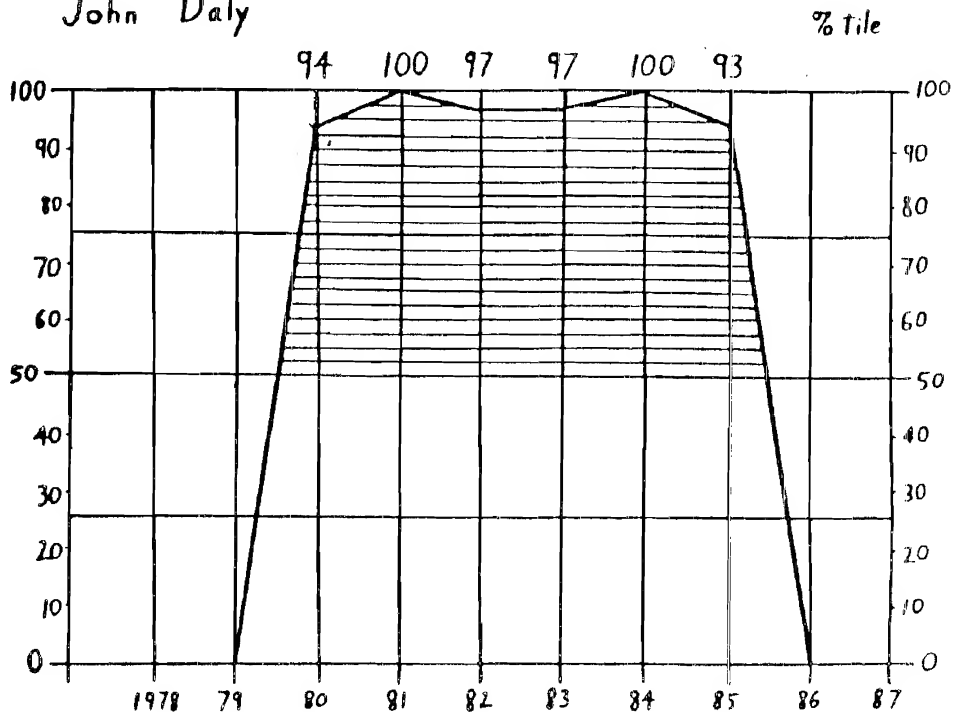


Lifetime Score: 12.52



22

John Daly



Lifetime Score: 10.31

(Lord, what an assemblage of GMing talent!) Four other GMs have hit the 4.00 mark, putting them just shy of Hall of Fame credentials:

12. John Leeder	4.91
13. Bob Osuch	4.54
14. Ron (CANADA) Brown	4.32
15. Dave Kleiman	4.14

These GMs have achieved near-greatness. Alas, none of them are still active. There are, however, several GMs who stand to join the 4.00 club in 1988:

<u>GM</u>	<u>Current Score</u>	<u>Must Finish</u>	<u>Chances of Making it to 4.00 This Year</u>
Mark Larzelere	3.90	68th percentile or better	shoo-in *
John Boardman	3.18	51st percentile or better	extremely good
Jeff Richmond	2.76	70th percentile or better	very good
Steve Langley	2.76	76th percentile or better	good
Jim Benes	2.62	94th percentile or better	long-shot (but give him time)

* (if he gets enough votes)

Of the above five GMs, none can quite make it to the Hall of Fame (5.00) this year, although John Boardman could conceivably hit 4.98 by winning the Poll, and is an eventual shoo-in.

To summarize, then, the following (listed now in alphabetical order) have earned Hall of Fame credentials in the Runestone Poll with lifetime scores of 5.00 or better:

<u>Zines</u>	<u>Subzines</u>	<u>GMs</u>
Brutus Bulletin (John Michalski)	Fiat Bellum (Don Williams)	Doug Beyerlein
Bushwacker (Fred Davis)	Humboldt (Kevin Tighe)	Dave Carter
Diplomacy Digest (Mark Berch)		Gary Coughlan
Diplomacy World (several publishers)		John Daly
Europa Express (Gary Coughlan)		Fred Davis
Fol Si Fie (Randolph Smyth)		Steve Heinowski
Runestone (John Leeder)		Lee Kendter Sr.
Sleepless Knights (Dave Carter)		Andy Lischett
Snafu! (Ron CANADA Brown)		John Michalski
The Voice of Doom (some character whose name escapes me)		Bob Sergeant
		Randolph Smyth

I look forward to welcoming more entries into these lists in years to come. You, the citizens of the Diplomacy community, will decide who makes it with your collective ratings each year. So...take that ballot out of your copy of Diplomacy World and vote in this year's Runestone Poll!

THE ZINE POLL

The Abyssinian Prince	Excelsior	Quintique
Alpha & Omega	Excitement City Unlited	Over There
The Appalachian General	Feuilletonist's Forum	Paschendale
Appalling Creed	Flick of the Wrist	Penguin Dip
The Armchair Diplomat	Fol Si Fle	Pervlendra
Barbed Wire Canoe	Fraboss	Pollicase
Sensene	The Gamer's Zine (CT)	Pontavedria
Big Hits of Mid-America	Cehenna	Praxis
Bigger than a Breadbox	Craustack	The Prince
Blunt Instruments	Magall Hammarvi	Random Thought
Boast	Mal! Jikali!	Rebel
The Boob Report	Harvard	Redwood Curtain
Bunsucker	The Horse Office	Revolution
The Canadian Diplomat	House of Lords	Scriptonibus
Carolina CamCommentary	It's a Trap!	The Scribblerist
Danny's Rabblings	Kalasa	Shreddinger's Cat
Cheesecake	KK/Whitestonia	Social Mutant
The Communist Diner	The King's Court	Starwood
Comrades in Arms	Known Game Openings	Tacky
Costaguana	The Last Resort	Tet-ran
Cross Rifles	Life of Monty	Trust Me, I Play Dipl.
Diplomacy Digest	Lone Star Diplomat	Vertigo
Diplomacy world	Lord of the Boards	The Volcano City News
Diplomacy world Junior	Magus	The Vortex
Diplomacy world News	The Messenger	Who Cares?
Diplomacy	Microphage	Yes, Virginia...
The Diplomatic Rag	No Name Flyer	Zialandia
Dippy (Jim Benes' zine)	Northern Phase	The Zine Register
The Cramon's Lair	Not Up to Modern G. S.	
Egyptia	Ohio Acres	
Everything		

(Blank spaces are for any I've neglected to list.)

INSTRUCTIONS: You may rate any Diplomacy-oriented publication of which you have seen at least two issues since July 1, 1987. Rate each zine on a scale of 0 to 10 (with 0 being the lowest possible vote and 10 the highest). No fractions, please. Do not rate your own publication. Please rate North American zines only, though any readers living outside North America are welcome to participate.

THE SUBLINE POLL

As the Pound in Your Pocket Turns into a Dollar	Seal-Instant Replay
At Your Service	Standard Deviation
Arctery Exhibition	Submarine Warfare
Barkstreit	(Time) Lording It
Calculus Corner	The 12th Pret
Catchup	Upstart
Eden	Utah
Fla. Bellum	
The Heliodome Herald	
The New Utopia	
Notes from the Bunker	
Out to Pasture	
The President's Brain...	
1-800 Plains Force	

INSTRUCTIONS: The same as for the Zine Poll -- 0 to 10 scale, do not rate your own publication, etc.

THE GM POLL

Please list GMs alphabetically by surname, going down the columns.

Vote	GM's Name	Vote	GM's Name	Vote	GM's Name

INSTRUCTIONS: You may rate any Diplomacy GM in whose postal game(s) you were a player at any time after July 1, 1987, and under whom you played for long enough to gain an objective assessment of his or her competence as a GM. Gamesmasters may not rate themselves. Rate each GM by NAME, not by zine.

Again, the rating scale is from 0 to 10, with 0 being the lowest possible vote and 10 the highest. No fractions, please. Rate North American GMs only, though any players living outside North America are welcome to participate.

CONTEST

The Avalon Hill Game Company, as part of its formal sponsorship of the 1988 Runestone Poll, is offering a free year's subscription to THE GENERAL to this year's contest winner. If you'd like to enter, fill out the following (print neatly!):

Name _____ Phone (optional) _____
Address _____

The zine I predict will win the 1988 Runestone Poll is _____

Rules

1. You must vote in the Poll and correctly guess the winning zine to be eligible for the prize.
2. The winner will be selected randomly from among all eligible entrants.
3. The winner's name will be published along with the Poll results.
4. The pollster and the people at the Avalon Hill Game Company are not eligible to win.
5. The winner will be notified and allowed, at his or her discretion, to take a \$5.00 cash prize in lieu of the GENERAL subscription.

Send this ballot to: Bruce Linsey
73 Ashuelot St., Apt. 3
Dalton, MA 01226 (USA)

Deadline is June 30, 1988.

IF YOU WISH TO RECEIVE THE POLL RESULTS BY MAIL, check this space _____ The results publication is called The Dream Shall Rise!; it will be finished some time in July/ and will contain an in-depth statistical analysis of the voting and much more. Do not send money now -- you'll be asked to make a small (voluntary) contribution when Dream is published. (I'll probably ask for \$2.00 or whatever it's worth to you.)

This year, I plan to make available to publishers and GMs lists of the people who voted for them (without revealing the actual votes, of course). If you do NOT want your name to appear on such lists, check this space _____

Indicate one way in which you participate in the North American Diplomacy hobby

(Sub to Zine XXX, play in game 1987-YY, etc.)

Signature _____

Print your name neatly/ _____

(If your ballot isn't signed
or I can't tell who you are,
it will not be counted!)

DIPLOMACY ALLIANCE AGAINST AIDS
BARBARA PASSOFF AND SIMON BILLENNESS
630 VICTORY BLVD., #6F
STATEN ISLAND, N.Y. 10301
(718) 981-6247

As I write this, and as you read this, someone - a man, woman or child - is dying. Dying of AIDS. Now I don't need to go into the specifics of this horrible disease. We all know. What I do want to talk about is how you and I can do something to help, perhaps prevent the deaths of others. We can help by giving money to AIDS Research. Without research there can be no cure. Without money there can be no research.

Last year, Linda Courtemanche started the ball rolling with the Diplomacy Alliance Against Cancer. This year's fund drive will be run in the same manner. All you have to do is 1) Vote in the Runestone Poll and 2) Pledge a certain amount of money per vote cast. Basically, this system is the same as that of the March of Dimes Walkathon. For instance, last year Simon and I pledged 5¢ per vote, there were 441 votes, so we gave \$22.05 for Cancer research. It's not really that much money - the price of an average night out (less if you live in NYC as Simon and I do). Remember, you'll be paying per vote, so don't over-commit. And don't forget, VOTE IN THE POLL. Encourage your fellow hobby persons to vote. More votes equal more money.

I need your pledge by June 18, 1988. As soon as the Poll results come out, find the total number of votes, multiply it by your pledge, write me or Simon a check for that amount, and put it in the mail. I should have your check in my hands by September 3, 1988. If you want a receipt for tax purposes, check the box on the pledge form. Once I get everyone's money, I will write a check to AIDS Research. If I don't have your check by September 3rd, I'll get mad (and have you ever seen a mad Librarian?...).

It's that easy! What'll it take? A few seconds out of your life? I don't need to tell you how important it is to combat AIDS. You know. Last year, the hobby raised over \$1000. Let's do better this year! Do your part: Vote in the Poll and Pledge your money.

((I also urge you to participate. If you'd like to enclose your pledge to me when you vote in the Poll, I will make sure it gets forwarded to Barbara and Simon. --Bruce Linsey))

Thanks,

Buckley June Allen

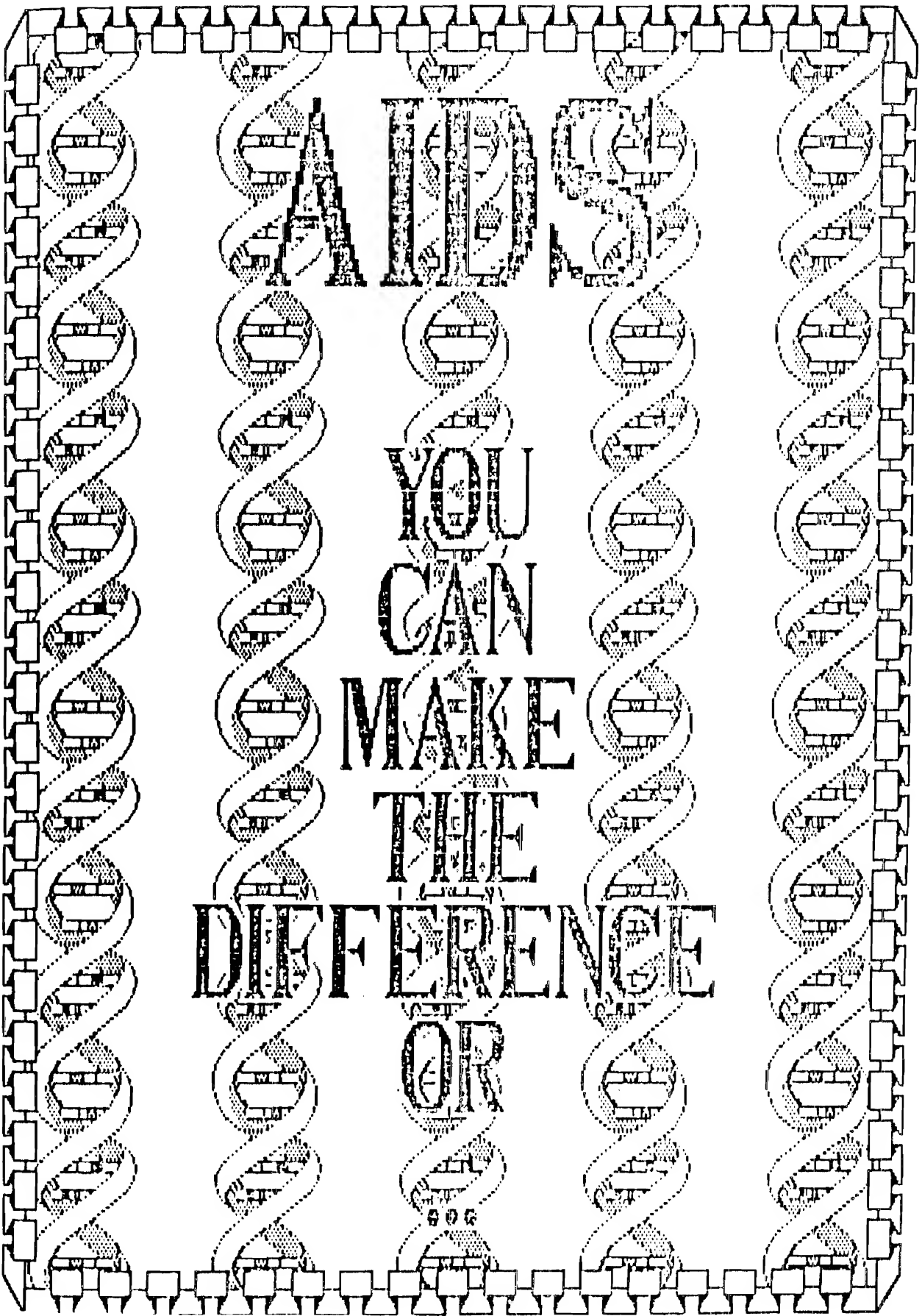
Barbara Passoff
Simon Billenness

I, _____, PLEDGE TO DONATE _____ FOR EACH VOTE
CAST IN THE 1988 RUNESTONE POLL. I UNDERSTAND THAT THE SUM TOTAL OF MY
DONATION WILL GO TO AIDS RESEARCH.

(SIGNATURE) _____ (DATE) _____

_____ (ADDRESS)

_____ (PHONE)
☐ PLEASE SEND ME A RECEIPT
☐ I WANT TO BE ANONYMOUS



AIDS
YOU
CAN
MAKE
THE
DIFFERENCE
OR

THE GAME AS IT WAS PLAYED

Thomas M. Kane

Once, it really was Spring, 1901. DIPLOMACY is not a hexagons-and-case-system sort of game, but it certainly qualifies as a "historical simulation." The events of this period will look familiar to anyone who has seen DIPLOMACY's subtle hints treacherous backstabs and disastrous misunderstandings.

In the original Spring, 1901, England, Russia, Germany and France were still involved in a failing attempt at world government, the Concert of Europe. This Concert had no official parliament; it merely consisted of a mutual agreement to recognize the borders of existing nations and uphold several other principles, such as the closure of Constantinople to Russian navies. By this time, the Concert's members knew that their peace was doomed. The nation of Prussia had just expanded itself into the German Empire—by seizing Alsace-Lorraine, and humiliating France in the process. Another war between France and Germany was inevitable. Knowing this, Otto von Bismark, Germany's prime minister, had formed a frantic series of mutual defense treaties, in an attempt to isolate France and prevent Germany from being attacked by several enemies at once. Two Three-Emperor's-League pacts committed Russia, Austria, and Germany to each others aid.

In the meantime, the Turkish Empire continued to collapse. Both Austria and Russia hoped to gather up Turkey's old colonies, while Britain struggled to keep either from becoming overly powerful. Otto von Bismark also viewed Austria's ambitions with alarm since he depended on both Austria AND Russia to protect his nation from France. To ensure Austria's loyalty, Bismark formed another pact, the "Triple Alliance," which united Germany, Austria, and, later, Italy, against France. Germany, for once, merely wanted to prevent war.

In a DIPLOMACY game, many of these alliances and enmities might develop during the pre-game bargaining. Probably the most irresolvable difference between the start of a DIPLOMACY game and the conditions of Europe in 1901 is the circumstance of Turkey. In a DIPLOMACY game, the Ottomans usually take a share of the Balkans. Turn-of-the-century Turkey was "the sick man of Europe" and survived only because England could not tolerate Russian fleets in the Mediterranean.

This suggests a mini-variant. Perhaps, when only six players are available, Turkey should be put into Civil Disorder, and one extra British navy placed in the Eastern Mediterranean. This fleet is supplied through the Suez Canal from colonies off the map in India. It must be removed if any foreign power controls the Eastern Mediterranean during a Fall turn. If Britain loses this fleet and then recaptures the Eastern Mediterranean, the navy must be rebuilt in England—the Eastern Mediterranean is not a new British Home Supply Center. Giving Britain this extra fleet should not hurt game balance any more than Russia's four supply centers. It involves England in more parts of the world but does not substantially increase its power. (Editor's Note: Mr. Varian Bank Custodian: Would you check this out and see if it qualifies for a Miller Number and perhaps get together with Mr. Kane and draw up a set of formal rules for this variant?)

From 1902 to 1904, most of the action focused on Britain. In 1902, England signed an alliance with Japan against Russia, and when the Russians lost their war against Japan in 1905, the resulting revolution removed Russia from the international arena for roughly a year. This left England with only one rival—Germany. Queen Victoria had died, and England had lost her influence over her grandson, the Kaiser of Germany. The Germans had openly vowed to become strong enough to cripple Britain's fleet. Since the entire security of England depended on a "two-power navy," which was supposed to be capable of defeating a combined attack from two other Great Powers at once, this caused extreme hostility. Throughout history, the English had felt kinship with the German peoples, while mistrusting the French, but now, this attitude was changing. In 1903, the English and French agreed to cooperate, in an accord called the Entente Cordiale.

In 1905, Germany struck against this new Entente. German gunboats moved into the French protectorate of Morocco, aiming not only to gain territory, but to split the developing Anglo-French alliance. Kaiser Wilhelm knew that England would not risk war over Morocco, and he hoped that they would ignore his aggression, leaving France feeling abandoned and uncertain of their new friend. Instead, the incident frightened France and Britain into closer cooperation. An international conference declared North Africa rightfully France's, and every nation except Austria voted against Germany at that meeting. After this event, in 1907, the French and British invited Russia into their Entente.

As the other Great Powers struggled with each other, Turkey suddenly began to recover. Austria and Russia met to discuss ways of preventing an Ottoman resurgence and made a secret pact to help each other achieve old ambitions. Austria would annex the nation of Bosnia, with Russia's approval, and in return, the Austrians promised to call for an international conference at which Russia would receive the Dardanelles. Austria seized Bosnia as planned. Then it "forgot" the international conference. In the end, the nation that suffered the most was Germany, because the Russians now hated Austria and its allies. Russia had completely shifted into the Entente with France.

The Italians had always wanted colonies in North Africa, and, in 1911, they decided to seize some. Italy's leaders suspected that France was preparing to attack Turkey and take Libya—the last available territory. So Italy assaulted Libya first and won. Then something happened which would be difficult to simulate in DIPLOMACY. The tiny Balkan nations united to rock the stability of the Great powers. Italy's easy victory encouraged the Balkan states to attack Turkey as well, so in 1912, Bulgaria, Greece, Montenegro and Serbia declared war on the Ottomans—and also won. By 1913, the Balkan nations began to fight among themselves over the captured territory, and in the end, they all united with their old Turkish enemies to attack Bulgaria.

Austria feared the growing Balkan nation of Serbia, and especially feared that the Serbs would capture Albania and use it to reach the ocean. When the British called an international conference to stop the Balkan wars in 1913, Austria demanded that the Serbs be denied Albania. After this conference, Serbia invaded Albania anyway and only abandoned it when Austria threatened war. The Serb army could never oppose Austria-Hungary. For revenge, Serbia began to arm Bosnian terrorists, who hated their new rulers.

In 1914, a Bosnian named Gavrillo Princip used weapons supplied by Serbia to assassinate Austrian Archduke Ferdinand, and this allowed Austria-Hungary to declare war on Serbia. Russia mobilized in Serbia's defense. Across Europe, armies began to gather. Peace conferences began to fail. Alliances began to be honored. Since Russia had mobilized, so did France. Since Austria was at war, Germany supported it. Since France faced Germany, England reinforced French borders. The German Kaiser, realizing that the dreaded two-front war was about to begin, launched its one plan for winning by invading through Belgium, hoping to sweep through France, then turn to fight Russia. When Belgium was invaded, England and France fought to defend it. World War One had begun. Only Italy ignored its treaties, and instead of defending Germany from France, the Italians joined the French against the Germans, in return for the promise of Trieste. Russia went into its final series of revolutions, and when they ended, the Bolsheviks ceded most of European Russia to Germany in return for peace.

The first World War remained a stalemate. Neither side could drive the other back, so the front lines widened until they crossed all Europe—and still there was no victory. The DIPLOMACY combat system, in which one army cannot dislodge another without support, is not only simple, it is very realistic.

The Paris Peace Conference contained all the duplicity and intrigue of DIPLOMACY games, and in the end, old borders were re-established, except in Austria-Hungary, which was divided up into several countries, and the Balkans, where many little nations were lumped together. Germany was largely disarmed but allowed to keep its own territory. World War One marks the end of the period simulated by DIPLOMACY. Although the "twenty-years-crisis" between wars would make a good game, few DIPLOMACY matches last twenty game-years. Furthermore, technology began to outdate the support-based combat system. When Hitler overran France, the French not only had a far larger army than Germany—

—they had more tanks. Cunning maneuvers had overcome mass attrition and support.

After World War One, only Austria-Hungary was completely dismantled. Britain and France were the clearest victors, but in game terms, they did not conquer much of the DIPLOMACY map. Perhaps one could argue that control of a supply center sometimes represents political or economic domination, instead of military conquest. In this case, France and Britain might own more countries, but certainly neither would have eighteen Supply Centers. The historical DIPLOMACY game ends in a draw.

The few incidents of history which could not be represented in DIPLOMACY would probably spoil the game. Most players find draws unsatisfying, so DIPLOMACY has concrete victory conditions. To completely represent historical Europe, Turkey (and possibly Italy or even Austria) should not begin the game with three Supply Centers. Furthermore, each Balkan nation should have its own army and player. However, nobody wants to play a hopeless nation. The DIPLOMACY game is remarkably realistic, except that it goes by simple rules, and gives everybody a chance to win. For better or worse, history was never like that.

POLL RESULTS

88 European Zine Poll

Derek Caws reports the results of this year's European Zine Poll, conducted by Jaap Jacobs in OXYMORON. There were 62 voters this year, up from 44 last time, including 4 from Britain (and hopefully more than 1 from the USA). Only two French hobby members participated, although their zines were eligible. Unlike the rest of the Continental Hobby, the French have few international links despite the healthy state of their domestic Hobby. I suspect this may be something to do with the fact that English is the principal language of the international Hobby and the French are much less fluent in it than the rest of Europe. (Now that's something I'm going to check out!!)

But, anyway, amusingly enough, the Euro Poll was won this year by the French-speaking MACH DIE SPUHL edited by Miguel Lambette and others from Belgium. It's a bit hard to read if you don't understand French, but it's a fine-looking zine. Second place went to Jaap's OXYMORON, always a good source of information for those interested in European Hobby goings-on. Last year's winner, SAURIS ALLSTAR UNLIMITED, the prime German zine dropped to fifth place; and Malcolm Smith's BOHEMIAN RHAPSODY came in 9th. In all 34 zines gathered enough votes to make the list, and altogether 53 zines attracted votes, including two from Austria, a new area for the Hobby.

Scores are based on a combined Preference Matrix and Average Vote total. Your figure that out.

1. MACH DIE SPUHL (16.233); 2. OXYMORON (15.893); 3. KOPFBALL (15.352); 4. RHEIN NECKAR ZINE (13.469); 5. SAURIS ALLSTAR UNLIMITED (13.027); 6. PLIE EN DEUX (12.804); 7. GRINGENDE REEBACHER (12.202); 8. STABSANZEIGER (12.011); 9. BOHEMIAN RHAPSODY (11.931); 10. VORTIGERN (11.969).

87 Games People Play Poll

Tom Swider reported the results of this Poll in COMRADE IN ARMS #12. Fifty-six people voted, listing some 92 titles. The games listed (from largest number of votes to lowest) were: Diplomacy, Chess, Bridge, D&D, Empire Builder, Civilization, Heart of Titan, 1830, Trivial Pursuit, Poker, Railway Rivals, Risk, Monopoly, Cosmic Encounter, Pax Britannica, Third Reich, Dune, Junta, and Acquire.

A lot of these games are offered postally, some in the US and many in the European zines. Some of them are even offered professionally. (I'm surprised NUCLEAR WAR didn't do better!).

If you are interested in Variant Diplomacy (or other exotic games) you ought to check out COMRADE IN ARMS. Contact: Tom Swider, 262-D Garfield Ave., Collingswood NJ 08108. It looks good and reads even better, a rare combo in today's zines.

YOU BE THE GM --- RESULTS OF THE FIRST QUESTION

MARK BERCH

First, let's review the question:

Along with the French build orders, you got the following note: "Dear GM. Actually, you were part of how I got this build, from the seizure of Tunis. In Spring 1908, I agonized at great length on whether to do Fleet Mid Atlantic-North Atlantic or Fleet Mid Atlantic-North Africa, changing my mind numerous times. By the time the Spring 1908 adjudications had arrived, I had completely forgotten which choice I had finally settled on. In retrospect, Fleet Mid Atlantic-North Africa looked very good, as Italy left Tunis undefendable for Fall 1908, and England didn't move against me after all. But in getting the files to this game in order, I've just noticed today that I actually did order Fleet Mid Atlantic-North Atlantic Ocean! You misread my order, and that's how I got Tunis!" You recheck—he's right, he did order Fleet Mid Atlantic-North Atlantic in Spring 1908. In gamemastering jargon, this is called a "cloaked error" — Only the GM and the player involved know that an error was even made.

What do you do? Do you reveal to the other players that you made this error? If so, do you go back and alter the Spring 1908 order? If you do, is Fall 1908 then replayed? Keep in mind that a great deal may have happened in Fall 1908 as a result of France 1) Moving to North Africa and 2) Not moving to the North Atlantic Ocean.

Also, suppose the timing was slightly different. Suppose the player had written you "I discovered this error shortly before the Fall 1908 orders were due. I decided not to mention this to you then, because correcting it at that point would have ruined all the diplomatic work I had just done after Spring 1908 (cementing my alliance with England by showing I had never attacked him in the first place, and finally persuading Turkey that I had been sincere in saying I would attack Italy before I attacked England).

Finally, if you have decided not to mention this at all, suppose you also got a note from Italy, saying "France has sent me the strangest note, claiming that he never intended to attack me in the first place, but that you altered his orders. Is this true?" Keeping in mind that it is not your job to comment on what one player tells another in his diplomacy, what do you do?

The response was somewhat disappointing. Perhaps the question was considered to be so open-and-shut for don't-replay that people didn't think it worth discussing. But there were some differences of opinion.

Scott Hanson:

One of my house rules states that "If I don't notice an error before the next deadline, it will stand." Since here the cloaked error occurred in Spring 1908, and the error is not pointed out until Winter 1908, the error has to stand. I would never correct the Spring 1908 adjudication if Fall 1908 had already been sent to the players.

Since I did not correct any results, I would not tell any other player about the error, even if I were asked. It's not my job to confirm facts that a player may or may not be lying about. It's like secret draw votes; a player is free to tell everyone that he's voting for the draw when he is really voting against it. I won't reveal draw votes, even if the player requests it.

"However, this particular request, asking if I had 'altered his (the French) orders,' sounds like an allegation of GM interference. That demands a response of some sort. I would say that the French player had not accused me of GM interference.

"If France tells me he discovered the error before Fall 1908 but didn't bother reporting it, that doesn't affect anything. The nice thing about the cloaked error for the affected player is that he can choose whether to correct it or not.

"In real life, I can truthfully say that 'this would never happen to me.' I only save orders for one season. I would have already thrown out the Spring 1908 orders by the time France told me about the error. There's no way I could double check if I had made a mistake, and it makes no difference since it is too late to correct it."

Scott's approach strikes me as a fairly cynical one. I don't find his analogy to secret draw votes too persuasive. Draw votes are normally kept secret (except for the overall result) to allow players the maximum freedom to vote as they please. They are intended to be secret, but orders sent to the GM (the last set, anyhow) are intended to be public. And they should be. The fact that the GM printed them wrong two seasons ago doesn't change that fact. The GM's job is to publish the player's orders, and I think the Italian player—and everybody else—is entitled to know what the French orders were. I don't see how a decision not to readjudicate relieves the GM of his obligation to print those orders. To me, that is compounding one error with a second one. Scott's suggested answer to the Italian player is completely evasive. It was asking whether the orders were altered. They were, and the GM should say so, even though the alteration was not deliberate.

Don Del Grande:

"Under my house rules, any error that is not corrected before the deadline following the turn in which the error took place must stand. I will not volunteer the information that I made the error, but if someone asks me (in the press), I will say that I did. (In the case of Italy's letter, there are three possible choices: (a) tell the truth, (b) lie, or (c) ignore the question, which would probably be considered an admission of guilt.) If the error is brought to my attention, or I notice it, before the Fall deadline, the error is corrected and the season replayed."

This I'll-tell-only-if-asked approach is a compromise, but I'm not sure it's better than either extreme. Such a GM deserves to get, every season and from every player, "Did you make any cloaked errors that you decided not to tell us about unless we asked? Indeed, is there anything on your list of things-I'll-tell-the-players-about-only-if-they-ask?" There's no reason why the players should have to go through "20 Questions" with their GM. If you don't think they are entitled to know that you screwed up, that's one thing, but if they are entitled to know, then you should tell them. This is especially true for something like a cloaked error, where most of the players don't even know that there is something to ask about.

Bruce Linsey:

"You don't deceive the players in any way—it is now your responsibility to tell them precisely what happened (if you haven't got the guts to do this, you ought not to be gamemastering). You don't replay any season—that is never a good idea in my opinion. Players have now tipped their hands regarding their strategies. Even if none of them have stabbed, the absence of a stab is revealing. And you don't back and alter the incorrect order, since the players' subsequent moves may have been influenced by what they were told was the correct board position.

"...The remaining course of action is the only reasonable one. You tell the players what happened, and then (like an umpire who blows a call in baseball) you announce that, regrettably, the error must stand. It makes no difference whether the player discovered the error before Fall 1908 was due. The deciding factor was that it didn't come to your attention until after an intervening season had been played and therefore it must stand."

This, then, is the other end of the spectrum: Tell the players what you know of course, don't actually do anything about it...

The Hanson keep-your-mouth-shut approach found support in other quarters. FRANK DAVIS, after noting that he would not replay, says, "I would advise the Italian player that I would not comment on what one player tells another in the course of a game."

BOB HARTWIG, also noting that the orders must stand, concludes: "Italy should be told that the GM cannot comment on Diplomatic letters from other countries." Well, I am not persuaded. The GM is supposed to publish accurate versions of the orders. The fact that this matter has been discussed in player correspondence doesn't relieve him of this obligation. Players discuss their orders all the time—so what does that have to do with it?

Vince Lutterbie:

"Suppose in a real life situation that a bomber in Vietnam had bombed the wrong target—what does the big five-star GM ((general?)) do? He apologizes and hunkers down for the reprisal. It's all part of the game. Humans play it, and humans screw it up."

Well, I might indeed not have replayed either, but I don't find it as open and shut a case as these writers do (or, as Scott put it, "I didn't even work up a sweat."). Sure typical houserules say that errors must come to the gamemaster's attention before the next deadline, but why? If it's because the gamemaster feels that later than that the remedy is worse than the disease, well, OK, that's a legitimate value judgment. But if it's done because you have to give people a deadline in order to get them to act; then that isn't fair. Italy could not have protested an error prior to the deadline. I was surprised at how little serious attention was given to a replay. In my previous Gamemastering Roundtable (Whose questions were later reprinted in DW.), I posed a question (#6) similar to this one, in that one country (not 6 as here) did not have the true facts (that country had not received a correction-of-adjudication postcard). The great majority of correspondents opted for the replay. For example, DON DEL GRANDE said, "...If...I don't do anything, the other players get an unfair advantage." Indeed, France has reaped an unfair advantage.

I would propose to the players a partial replay, naming which pieces would be involved. I would ask for their comments. I would then decide whether such a jerry-rigged solution would introduce less unfairness than just letting things stand. I would also make sure that my houserules state explicitly that a cloaked error must be reported to the GM. No, it's not absolutely enforceable, but I don't want players rationalizing that they are under no obligation to report such an occurrence. I do not agree with Scott's view that this is a player option (although I suspect that Scott's view is probably the majority one).

In the next issue of DIPLOMACY WORLD, I'll have another discussion topic. But here's something to think about, courtesy of Scott Hanson:

"Here's a real case that happened to me in December. I had made an error in the Spring 1903 adjudication affecting Austria's units. The Austrian player pointed out the error, but placed his units incorrectly for his Fall 1903 orders. All the other players noticed the error. Do I delay the game and tell the Austrian player he has misordered his units? Do I delay the game and say nothing except that "orders are on hand for all players." Do I put a notice in the delay to double check that orders match the correct placement of units?

"What I did was to notify the player that he had misordered his units. It is my responsibility to correct the error, not his. A player that had not noticed the error would know to double check his orders, but someone who did notice it, but solved it incorrectly should have that pointed out."

MORE NEW BLOOD

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THE CENTRAL ALLIANCE FOR GERMANY

Mark L. Berch

Of the more obscure triple alliances for Germany, perhaps the most promising is the Central Alliance with Russia and Austria. You may already be scowling: Germany is primarily a land power, and neither Russia nor Austria is primarily a sea power. But have a look at how this can work — for Germany.

In the south, obviously, Turkey will be the first victim. How fast this goes depends somewhat on Italy. Germany is unlikely to have much influence on what Italy does. But either choice will work to Germany's long term benefit. If Italy allies with Turkey, the Austrian-Russian part of the alliance will bog down, giving Germany some opportunity to grow in the west. Austria and Russia should, however, hold the slight upper hand, especially with Germany at some point being able to support Austria into Tyrolia, or go there himself. A total stalemate, although a little unlikely, can happen. In that case, once Germany has dominated the west, he can then reassemble the entire triple.

If Italy joins the attack, Turkey will crumble in due time. Then, however, Austria and Russia will have to take on a 5 or 6 center Italy in a sea battle. They should succeed, but again, it will likely be slow going, which will keep Germany from falling behind (which is always a risk to anyone who allies with Russia). This is particularly true if Italy has insisted that he'll cooperate with Russia and Austria versus Turkey only if Austria agrees not to build fleets — a reasonable request. Thus, the alliance will prevail in the south, but not at a speed that should alarm Germany.

In the west, Germany may have some flexibility. In theory, he can ally with either France or England, provided that Russia is not anxious to open Army Moscow-St. Petersburg in Spring 1901. If all other things are equal (and they rarely are), Germany is probably a little better off with England and Germany versus France. This is especially true if he can persuade England that he be allowed to build one fleet in, say, 1903 (the pretext will be the need to eventually fight Russia). In return, Germany should offer to permit England to build one army, so long as England does not place both armies in France. This is a plausible deal. The benefit of the second fleet outweighs the harm of the second British army. It will probably land up in Scandinavia, where it will be more Russia's problem than Germany's. Once France has been crushed, Germany can take on a powerful England with the aid of a Russian ally.

France and Germany versus England is a little trickier. The "plus" here is that when it's all over, you'll have the North Sea and, ideally, either two units in England proper, or one in England and one in the Norwegian. Russia will get Norway very easily quite possibly in 1902. That will be a plus or a minus, depending on how threatening you find this. The problem is taking on France next without any significant ally — i.e., without Italian help. Italian help is unlikely to materialize. About the best you can hope for is that you can slide an army into Piedmont without either Austria asking for it to be used against Italy or Italy blocking the move altogether. It's not an extremely difficult task, but it will be a little slower than the alternative since you lack that Russian help. A lot depends on whether you can snatch Belgium right off the bat. If you can, it will be a lot harder for France to put together that exasperating army line.

One thing you'll probably want to do is urge France south as soon as possible. For his efforts there, he'll probably get Tunis. But he'll probably need to send two fleets down there to do it, so that will thin him out in the north, and hopefully he'll take his build in Marseilles. You may even catch a fleet in transit. If he uses an army in this (e.g. convoyed to North Africa, or slid into Tuscany), that will also simplify your task.

The point here, however, is not which confrontation is best. Your choice may be dictated by something as simple as who is willing to ally with you, or by the personalities involved. But, so long as Russia isn't pressing for an immediate anti-English

campaign, either option is open. And if Russia is, a little lie might be in order. Tell him that France keeps urging a triple alliance and seems uninterested in attacking England. Or tell him that Italy is putting out a pro-Turkish line, meaning of course, that Russia should exert maximum force in the south.

Once the Central Alliance has gotten the upper hand, and the game enters the mop-up phase, different questions arise for Germany: What Next? If you vote a three way draw, that's that. But many triple alliances collapse when the pressure to dominate the board evaporates and the players' individual ambitions are thus no longer restrained. There's a certain amount of diplomatic work you can do, although you must begin it long before this phase of the game. You should have been encouraging both Russia and Turkey to talk about the Russian-Turkish aspect of the alliance (and not just the German-Russian and German-Turkish aspects). You want to gain clues as to how tight they are, whether some irritants arose, and more particularly, how they were resolved, etc. But this essay is more about strategy and tactics.

The fear of being swallowed by Russia and Turkey is a real one in any game where the west is dominated by either France alone or Germany alone. The only absolute security is the possession of a stalemate line. At a minimum, you will need all of the British home supply centers to accomplish this. If the game began with France and Germany versus England, you'll probably have that, since you will not have used Russian help. The flip side of that, however, is that for this stalemate line to be created, you must also bottle up the southern fleets. This will require fleets in the Mid Atlantic and Portugal, plus a third one which can be further back in England or the North Atlantic. You will also need a fleet shield in the north. There are several different ways of doing this. The bloodiest way to do this is a blitz attack on Scandinavia, taking St. Petersburg, and stomping out the last Russian fleets. You'll probably lose your entire homeland in the process, but those centers are not essential to forming a stalemate line.

All of that is the worst case scenario, of course. If the game isn't going to come down to a three way draw, you want to see to it that somebody else gets the fuzzy end of the lollypop. The problem of Germany reaching a stalemate line is not distinctive to this triple (Indeed, in the five triples Germany has with England, it is virtually impossible for Germany to gain the ultimate safety of a stalemate line) or even to Germany. The interior powers (Germany, Italy, and Austria) all have trouble reaching these lines.

The alternative to the three way or the Russian-Turkish steamroller are for you to ally with one power against the other. You're probably best off to send out feelers to both parties, unless you are quite sure that one of them won't be receptive. If one accepts, life is simple. If both accept, you can pick the best offer. Or you can accept both — and stab both, going now for the win. Whether you can pull off such wickedness depends a lot on the board position, but Germany is better placed to accomplish this than most countries in most triple alliances. Your new builds in Munich and Berlin are quite close to targets Warsaw and Vienna or Trieste. Even Army Kiel (if you can build three) can be sent immediately to Livonia if a fleet has been positioned in the Baltic. It's critical here to make sure that Russia is not building that winter. It would be nice if Turkey didn't build either, but that is less critical. Such a build will cause you no immediate problems.

If neither accepts, you must get an accurate reading as to why you were turned down. If both are firm about a three way, you're probably going to have to go along with it. If you think that they've already decided on a Russian-Turkish alliance, you know what you have to do.

But one of them may be a fainthearted jackal. He can't quite bring himself to terminate this long alliance. But if you do, he may be willing to feed on the carcass, either on the basis of a two-way draw, or a race for the victory. This requires some delicacy: If the stab is too devastating, he may fear that he'll never catch up with you.

So give it some thought the next time you draw black. The German-Austrian alliance is a natural. If Austria is leaning toward Russia, why not wrap it up as a formal alliance, and see where it takes you?

TRIPLES AND THE RUSSIAN, AUSTRIAN, GERMAN ALLIANCE

David Hood

When I heard that Mark Berch was writing on the RAG Alliance, I just had to get my two cents in...

Personally, I detest triple alliances for three reasons. First, they tend to slow down the game and squash the diplomatic fluidity which to me is essential to a good Diplomacy game. This is due mainly to the shock effect of seeing three players working together — it almost invariably forces a multinational response. Then you've got a boring fight for a stalemate line.

Second, there is the ever-present issue of how to coordinate effectively within a trilateral framework. In face to face Diplomacy, it is a dead giveaway to the rest of the board when three people go off to talk together. And in play by mail Diplomacy (which is essentially a bilateral channel of communication) the coordination can become even more difficult.

Now you can always just say that people can talk in pairs with each other to pass on information — but then it's not really a triple, is it? At that point it becomes what I think it should have been all along — a set of bilateral agreements which, when taken together, form a three power front. The essential difference is that the basic facade of multilateralism isn't there to cloud peoples' judgment of the motives of other powers.

My third problem with Triples is the question of stabbing. Now we can talk about trust, playing for an alliance, etc.; but if a triple does utilize speaking in pairs, then the third party will always suspect perfidy. Needless to say, triple alliances often have a problem with alliance stability, given the fact that it is usually easier to stab in your own Heartland than to continue the triple into the other heartland.

Now let me qualify my position. Forming a triple alliance in response to another is usually easier, and less fraught with stab potential. Also, getting a coalition together to stop a front runner is also much easier, since the actors involved all have an over-riding incentive to loyally participate. My earlier remarks are directed mainly towards triples in the Opening Game.

Now let's take a more specific look at one triple in particular — the RAG (Russia, Austria, and Germany). Aside from the advantage of being able to say "rag;" (How do you say GFR?) there really are concrete reasons for the respective powers to work together but not as a true "triple" alliance.

Russia and Germany are usually each other's best friend in the North. While England can sometimes make a good partner for both (although much more so in the German case), the Wicked Witch of the North is often the greatest threat to both. With the proper coordination, England can be forced out of Norway and Russian fleets can knock on the doors of Edinburgh. In only one game, a DW Demo Game in fact, have I ever seen a Russian-German Alliance last longer than about 1904-1905, due to its Mid Game stab potential.

Russia and Austria can also ally with great effectiveness against Turkey. The latter is often a major threat; and the Austrian-Russian Alliance can catch people off guard who are used to seeing Russia-Turkey vs. Austria-Italy. The problem is fleets. If Italy is smart he will raid the Balkan coastline to prevent a quick elimination of the Turks. Also, if France is beating up Italy in the Mediterranean, it is often hard for the Austrian-Russian Alliance to put up the fleet strength to stop him. Adding Germany to the Alliance does little to alleviate this major problem.

Nevertheless, it is clear that Germany-Russia and Austria-Russia are decent alliances to start with in 1901. But if there is to be a true Russian, Austrian, German Triple the Austrian-German leg would also have to have some common area of cooperation. The only one I can think of that is significant is Warsaw — which Russia would probably not appreciate.

In short, IF a German-Russian and Austrian-Russian Alliance form, it is not a "triple" really — it's just Russia doing his job. He must get an alliance partner in both the North and South — but his choice in one area has little bearing on his choice in the other. A "triple" in the conventional use of the word must in some way allow for cooperation between each of the parties — not just two.

Maybe you think I am just playing semantic games. Sure, IF two people are allied to the same Power, then they are not antagonistic towards each other (usually). But it is essentially incorrect to characterize the relationships as a "triple" — in doing so you may miss the true nature of the respective agreements.

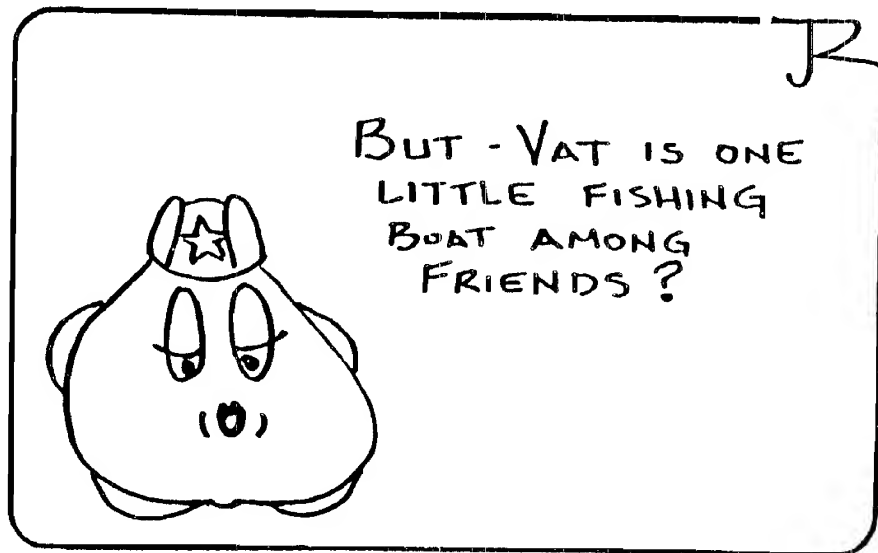
For example, take the so-called Triple Alliance of pre-war Europe. Germany had an alliance with Austria, and to a certain extent with Italy; while Italy and Austria were essentially antagonistic towards each other. This was certainly not the "triple" of Diplomacy fame — more like the UK, USA, and USSR "alliance" at Yalta.

Another example would be the Dreikaiserbund, an amalgamation of Russia, Austria, and Germany (RAG) during the Bismark years. This was a very nebulous agreement which really was multilateral in nature. I think that Bismark purposely left its provisions vague, but I think that is also a weakness with any multinational agreement, or for that matter any large group. Individual responsibilities and obligations become hard to pin down, and there is little cohesion between the members at an individual level.

Now maybe the Diplomacy Russian-Austrian-German Alliance could be better figured out than the 1870-1890 version, but some of the same areas of tension remain. What is the initial policy towards Italy? How can Germany help Austria and vice versa? And who gets what in the Balkans? Berch has probably answered some of these questions in his article, but the essential thrust of my argument remains:

What can be better accomplished through a trilateral framework that cannot be done on the bilateral level? In my experience, two is company and three is a crowd in negotiations. And your fellow players will often think that way as well.

DIPPY DOODLES



DEFENSIVE ALLIANCES --- EFIT VS. RAG

Eric Verheiden

Most Diplomacy games follow a typical pattern:

- 1901 - Everyone allies with everyone else.
- 1902 - Real alliances form and one power each from the east and west get squeezed out.
- c. 1905 - Mid-game alliances form, two more powers are squeezed out.
- c. 1908 - Final End-game conflict leading to draw or single winner.

Of course, the pattern may stagnate at any time, leading to a large draw. The other possibility is that a multi-player alliance (three or more) may form early. In this case, the other players may need to stall the progress of the alliance until it can be broken diplomatically.

Note that the tactical play should be in support of — not in place of — diplomatic efforts in parallel. Large alliances, especially defensive ones, are inherently unstable due to perceived inequities among the participants and boredom due to lack of progress (in terms of more supply centers) characteristic of defensive arrangements.

With the foregoing in mind, consider the situation facing EFIT given an openin land power alliance of Russia, Austria, and Germany. The outer powers have the advantage of both "wicked witch" stalemate line anchors (England and Turkey) plus a heavy advantage in sea power. They lack an effective land presence, with the possible exception of France. Probably the best strategic tack is to squeeze Germany (the most vulnerable while trying to stall in the East).

Spring 1901:

England: Fleet Edinburgh-Norwegian, Army Liverpool-Edinburgh, Fleet London-North.
France: Fleet Brest-Mid Atlantic, Army Paris-Picardy, Army Marseilles-Burgundy.
Italy: Army Venice-Tyrolia, Army Rome-Venice, Fleet Naples-Ionian.
Turkey: Fleet Ankara-Black Sea, Army Constantinople-Bulgaria, Army Smyrna-Armenia.
Austria: Army Vienna-Trieste, Army Budapest-Serbia, Fleet Trieste-Albania.
Germany: Fleet Kiel-Holland, Army Berlin-Kiel, Army Munich-Burgundy.
Russia: Fleet St.Petersburg-Gulf of Bothnia, Army Moscow-St.Petersburg, Army Warsaw-Ukraine, Fleet Sevastapol-Black Sea.

The moves by England and Turkey are almost automatic. France must cover Burgundy needs armies on the German front and at least one build from Spain or Portugal. Italy has a big guess on hitting Tyrolia or Trieste. It is a brave Austrian indeed who leave Trieste open to a hostile Italian in Spring 1901, so we will give that guess to Italy. The moves by Russia, Austria, and Germany are reasonable, though not prescient, as is typical in a real game. The main choice is the move of Russia's Army Moscow north or south. North probably gives the most problems to EFIT overall, so that is the choice here.

Fall 1901:

England: Army Edinburgh-Belgium, Fleet North Sea Convoy Edinburgh-Belgium, Fleet Norwegian-Norway.
France: Army Picardy Supports ENGLISH Army Edinburgh-Belgium, Army Marseilles-Burgundy, Fleet Mid Atlantic-Portugal.
Italy: Army Tyrolia-Trieste, Army Venice Supports Army Tyrolia-Trieste, Fleet Ionian-Tunis.
Turkey: Fleet Ankara-Black Sea, Army Bulgaria-Greece, Army Armenia-Sevastapol.

Austria: Army Trieste-Hold, Army Serbia Supports Army Trieste, Fleet Albania-Greece.

Russia: Fleet Gulf of Bothnia-Sweden, Army St. Petersburg-Norway, Army Ukraine-Rumania, Fleet Sevastapol Supports Army Ukraine-Rumania.

Germany: Army Kiel-Denmark, Fleet Holland-Belgium, Army Munich-Burgundy.

Again, some difficult decisions for the defenders. For England, it is now or never on Norway. But taking Norway will tie up two units (including the only English army) indefinitely. By convoying to Belgium, the attack on Germany can be pursued more effectively—and more quickly. For France, the question is similar. By dispatching the French Fleet to Iberia now, two armies can be built in 1901 and 1902. Italy again has a guess as to whether to hit Trieste or Vienna. By acting in concert with Turkey, at least Austria is forced to give up Greece to hold Trieste.

Winter 1901:

England: Builds Army Edinburgh.

France: Builds Army Paris.

Italy: Builds Fleet Naples.

Turkey: Builds Fleet Constantinople.

Austria: Builds Army Vienna.

Russia: Builds Army Warsaw, Army Moscow.

Germany: Builds Fleet Kiel, Army Berlin.

Spring 1902:

England: Fleet North Sea-Helgoland Bight, Fleet Norwegian-North Sea, Army Edinburgh-Yorkshire, Army Belgium-Ruhr.

France: Army Paris-Burgundy, Army Picardy Supports Army Paris-Burgundy, Army Marseille-Piedmont, Fleet Portugal-Spain south coast.

Italy: Army Tyrolia-Trieste, Army Venice Supports Army Tyrolia-Trieste, Fleet Naples-Apulia, Fleet Tunis-Ionian.

Turkey: Fleet Constantinople-Aegean, Fleet Black Sea Supports Army Bulgaria, Army Bulgaria-Hold, Army Armenia-Sevastapol.

Austria: Army Vienna Supports Army Trieste, Army Trieste-Hold, Fleet Albania-Greece, Army Serbia-Bulgaria.

Russia: Army Rumania Supports AUSTRIAN Army Serbia-Bulgaria, Army Moscow Supports Army Sevastapol, Army Warsaw-Ukraine, Fleet Sevastapol Supports Army Rumania, Fleet Sweden Supports Army St. Petersburg-Norway, Army St. Petersburg-Norway.

Germany: Army Munich-Ruhr, Army Berlin-Munich, Fleet Kiel Supports Fleet Holland, Fleet Holland-Hold, Army Denmark-Hold.

The spring moves show the result of some misdirection by England. England is "obviously" setting up for a Spring 1902 convoy to Norway. Instead, Norway is ignored in favor of a move against the primary target, Germany. France moves to back up England and Italy while Italy, in turn, moves to lock the east and indirectly aid Turkey.

Germany has increasing problems. Army Denmark has no useful functions, Fleet Kiel is stuck defending Holland and Army Munich-Ruhr is easily blocked, holding up Army Berlin-Munich as well. Austria is about holding its own while only Russia is doing well, facing the least pressure.

Of the defending powers, Turkey has the most problems, with a weak Army Bulgaria while England will eventually have to contend with more Russian northern fleets.

Fall 1902:

England: Army Yorkshire-Holland, Fleet North Sea Convoy Army Yorkshire-Holland, Fleet Helgoland Bight-Kiel, Army Belgium Supports Army Yorkshire-Holland.

France: Army Burgundy-Ruhr, Army Paris-Burgundy, Fleet Spain south coast-Hold, Army Piedmont-Tyrolia.

Italy: Army Tyrolia-Trieste, Army Venice Supports Army Tyrolia-Trieste, Fleet Apuli Adriatic, Fleet Ionian Supports TURKISH Army Bulgaria-Greece.

Turkey: Army Bulgaria-Greece, Fleet Aegean Supports Army Bulgaria-Greece, Army Arme Sevastapol, Fleet Black Sea-Rumania.

Austria: Army Vienna Supports Army Trieste, Army Serbia-Bulgaria, Fleet Greece Supp Army Serbia-Bulgaria, Army Trieste-Holds.

Russia: Fleet Sweden-Skagarrak, Army Norway-Hold, Army Rumania Supports AUSTRIAN Ar Serbia-Bulgaria, Fleet Sevastapol-Black Sea, Army Moscow-Sevastapol, Army Ukraine Suppo Army Moscow-Sevastapol.

Germany: Fleet Holland-Belgoland Bight, Fleet Kiel Supports Fleet Holland-Helgoland Bight, Army Munich-Ruhr, Army Berlin-Munich, Army Denmark Hold.

Autumn 1902:

England: Fleet Helgoland Bight /Annihilated/.

Austria: Fleet Greece Retreats to Albania.

With the fall moves, England cashes in by taking Holland with an army (Fleet Helgoland is lost, but can be immediately rebuilt). France takes Spain and now is free to deploy Fleet Spain as required. Germany is now minus one for the year and is in serious trouble.

In the east, Austria and Turkey are basically trading centers (although Austria is plus one for the year) while Italy is now in position to lock the Mediterranean. Russia is plus one for the year, but must build a fleet far from either of the real fronts.

Winter 1902:

England: Builds Fleet Edinburgh, Fleet London.

France: Builds Army Paris.

Italy: No Change.

Turkey: No Change.

Austria: Builds Army Budapest.

Russia: Builds Fleet St.Petersburg north coast.

Germany: Remove Fleet Helgoland Bight.

In 1903, the Austrian fleet can be annihilated, allowing Turkey to lock its position with three units (Fleet Constantinople, Fleet Black Sea, Army Armenia) while further headway can be made vs. Germany. England can likewise lock up the Russian northern fleets (with backup from a French fleet in the North Atlantic if absolutely required). All this should be quite enough to break the Russian, Austrian, and German Alliance, the original intent of the exercise.

The above assumes only slightly better than average moves from Russia, Austria, and Germany, but this is fairly realistic. Perfect countermoves every time indicate either prerecognition, a leak in the defending powers' ranks, or a bribed GM.

WANTED: GAME REPORTS

If you are a publisher or gamemaster who has recently completed an "interesting and instructive" PBM Diplomacy game and are willing to provide the complete moves, seasonal commentary, and post game analysis for publication in DW I would like to hear from you. The games need not necessarily end in a victory—sometimes draws are even more instructive—but the game should provide insights into the game's tactics, strategy and diplomacy.

SHERMAN AND PEABODY PLAY WORDSEARCH

Ron "Anonymous" Cameron

"What should we research today, Sherman?" asked Professor Peabody. "We haven't done much lately." Sherman replied, "I've been reading some stories about the Dark Ages and I would like to find out what the origin of a specific word was."

Professor Peabody glanced at the word Sherman wrote down and said, "We'll have to use the way-out machine to trace that one."

"Shouldn't that be the way-back machine, Professor?"

"Not when you're considering who was responsible for the word that you're interested in," replied the professor.

So Sherman and the professor set the way-back machine to the dark ages and climbed in. In a few minutes they found themselves in a small village in central Europe, during the time of the Dark Ages. There were ox-drawn carts carrying harvested goods to market, women tending to their laundry down by the river, and children playing games of jousting with make believe lances.

"But what does all this have to do with our search?" exclaimed Sherman.

"See those men arguing over there?" asked the professor. "Let's see what they are talking about."

So Sherman and the professor walked over to where a group of men were huddled around a community bulletin board. "Such rubbish!" exclaimed one of the men. "Pure garbage!" said another. "That man should be locked up!!!" cried a third. Soon the men walked away from what they were reading, all muttering derogatory remarks about someone.

Sherman and Peabody walked up to the bulletin board to see what had upset the villagers so. It seems that they were reading a copy of a new publication by the village idiot. He had found an old printing press and was trying to print a newsletter for the villagers. However, his journalistic style was terrible, his spelling atrocious, and his grammar left more than a little to be desired. His newsletter jumped around, from topic to topic, for no apparent reason, lacked continuity, and only contained half-truths.

"I see why those men were upset," said Sherman.

The professor replied, "There's more to this than what you see, Sherman. It seems that the village idiot has two dreams that he would like to realize in his life. The first is that he would like to be ruler of the World, and the second is that he would like to create just one word, to stand for all time."

"Why would anyone want to create a word when the dictionary is already so full," asked Sherman.

"It seems that the village idiot envisions himself as another William Shakespeare. And he feels that to be really respected by the scholars of his day, he needs to write something so inspiring as to become a classic, and thusly any word which he uses will become accepted, in time, as meaning what he intended it to," replied the professor.

Next, Sherman and the professor set out to find the village idiot. They asked the townfolk where he might be found, and they directed them to a small hovel at the edge of town.

Through the window they could see the aspiring journalist working away at his desk, using only the dim light of a candle to work by. They knocked at the door, and were greeted by a short, scruffy man who had obviously not bathed in a fortnight.

"Welcome, welcome, welcome," said the printer. "I don't get many visitors to my shop. As a matter of fact, I don't recall ever having one before. So please come in and sit down."

Sherman glanced around the shop as his host led them to an old bench. It was a simple shop, a table or two here and a bench or two there. Papers were piled all over the place, in no apparent order. "I don't always have time to straighten up," explained their host, "the deadlines and my diplomacy requirements take up all my time. Sometimes, I don't even have enough time to run a final edit on my paper, so a few printing errors occasionally get into an edition."

Sherman was intrigued by the printer's comments on diplomacy requirements, so the idiot explained, "I'm currently working on a correspondence course in ruling the world. I write back and forth to world leaders and play a game called Diplomacy. Once I have finished the course and have learned all it has to offer, I will be able to solve all of the world's problems."

"So your main goal is to become King of the known world," inquired the Professor. "And being a printer is only a sideline at this time."

"Not actually," replied the printer, "It is a means to achieve the end goal. My newsletters are a method of reaching all the people and convincing them of my true talents. Why, in no time at all they should realize my true destiny, and place me in the position appropriate for one with my leadership abilities and diplomatic prowess."

Sherman walked over to the window and exclaimed, "I believe you may be right there's a throng of people heading this way from the town."

As the congregation drew nearer, Sherman, Peabody, and the printer went outside to greet them. Actually, it was two factions of people arguing amongst themselves as they made their way towards the printer's hovel.

One group was comprised of angry townsfolk who had been infuriated once too often by the printer's newsletters. The other group represented the Diplomacy players who were irate at the printer for all of the times he had double and triple-crossed them during their Diplomacy games.

The leader of the townsfolk shouted, "Let's burn him at the stake right here and now, and we'll be rid of the menace." The other townsfolk cheered his statement.

"No, let's give him his due, but in his own way," declared the leader of the Diplomacy players.

"What could be more appropriate than a burning at the stake, using these scandalous sheets as kindling," queried the leader of the townsfolk.

"We'll let him achieve his goal of being the leader he always wanted to be. We'll take him to the Valley of the Dumb."

Professor Peabody explained to Sherman that there was a far distant valley, where all of the malcontents and dregs of society were sent. It was similar in nature to the leper colonies of Biblical times. Misfits of all types were exiled to this valley where they were safely out of the way of normal society, and could only irritate each other.

The townspeople and the Diplomacy players gathered up all of the printer's notes, newsletters, and Diplomacy moves, and carted them and the printer off to the Valley of the Dumb. They traveled for many days and nights and finally arrived at a barren and desolate valley, inhabited by the strangest weirdos from around the world.

Upon recognizing the newest citizen of the valley, the people immediately voted the printer as their leader and spiritual guru. The previous leader of the Dumb told the printer, "With you guiding us, we can achieve new depths never before realizable. We can bring new meaning to words like: lowliness, shady, and despicable. You are truly the answer to our prayers for one who best exemplifies our qualities and ambitions. You shall be declared our first and only 'King.'"

The Professor said, "And that, Sherman, is the story behind the origin of the word 'kingdom'. It was later shortened, but the legacy behind its creation will never be forgotten."

"Golly, Professor," replied Sherman, "I had no idea that it had such an interesting beginning."

So Sherman and Professor Peabody climbed back into the way-back machine and returned to the present, where Sherman was already thinking of what could be their next escapade.

REAL WORLD DIPLOMACY

In keeping with a tradition I began in XENOGGIC over twenty years ago it's time for a DW exclusive. Some of you may have read about the recent explosion at a Pakistani military base that destroyed a tremendous amount of munitions intended for Afghan insurgents. Some reports said it was an accident. Others suggested it was the work of Afghan agents. Neither is true. It was the work of Soviet Spetsnaz units. Keep that in mind,

E-MAIL DIPLOMACY

Les Casey

Without a doubt, as more and more of us purchase computers for use in the home, complete with modems to allow connecting to other computers, the use of electronic (e-) mail to conduct our daily business will grow. Since Diplomacy by post presents limitations that ensure games are typically run on monthly deadlines, Diplomacy by e-mail will surely gain in popularity as most games presently available are running on weekly deadlines.

There are a few surprises, though, when playing e-mail Diplomacy. For example, not three weeks after I submitted my last article, my computer decided to eat my hard-drive for lunch, forcing me to transfer the games I was moderating to another local BBS. Unlike PBM, where only a national postal strike causes disruption of this sort, technical failures are a part of owning electronic equipment.

Current trends in online computing indicate within 10 years 50%+ of the homes in North America will be outfitted with modems, allowing communication of all kinds to occur. This will do wonders for e-mail gaming in general, as well as Diplomacy in particular.

Listed below are the currently running Diplomacy games via computer:

DIPLOMACY HAVEN: 613-738-1361, Fidonet 163/22 (5-7 games).

THE DIPLOMAT: 214-416-2162, Fidonet 124/109 (1-3 games).

COMPUSERVE: local call from most U.S. cities.

UUCP: UNIX based network - currently 3-4 games available. (UNIX networks are found in large institutions like universities and research labs, not for hobby computerists.)

From my experience, DIPLOMACY HAVEN is the most comprehensive as it is the only BBS that caters solely to the play of Diplomacy.

Next issue: A review of the latest systems, and hopefully a review of available software to let you offer your own online Diplomacy games in your city.

Keith Polan on THE ARMCHAIR DIPLOMAT

One of my former PBM Diplomacy players, Keith Polan, recently sent me a copy of THE ARMCHAIR DIPLOMAT, founded by Russ Sipe some years ago and now edited by Ken Hill. It offers e-mail Diplomacy games through the CompuServe Gamers' Forum. They've apparently completed something like 30 e-mail Diplomacy games and are running another 11 or so with gamemasters like Russell Blau, Bob Aube, Jeff McKee, and Tom Heinze. What's amazing is the roster of players they have, mostly names I don't recognize from the PBM hobby, so apparently the e-mail Diplomacy hobby is mostly filled with non-PBM players. For more info contact Ken Hill 70357, 431; or Russell Blau 72347, 12261.

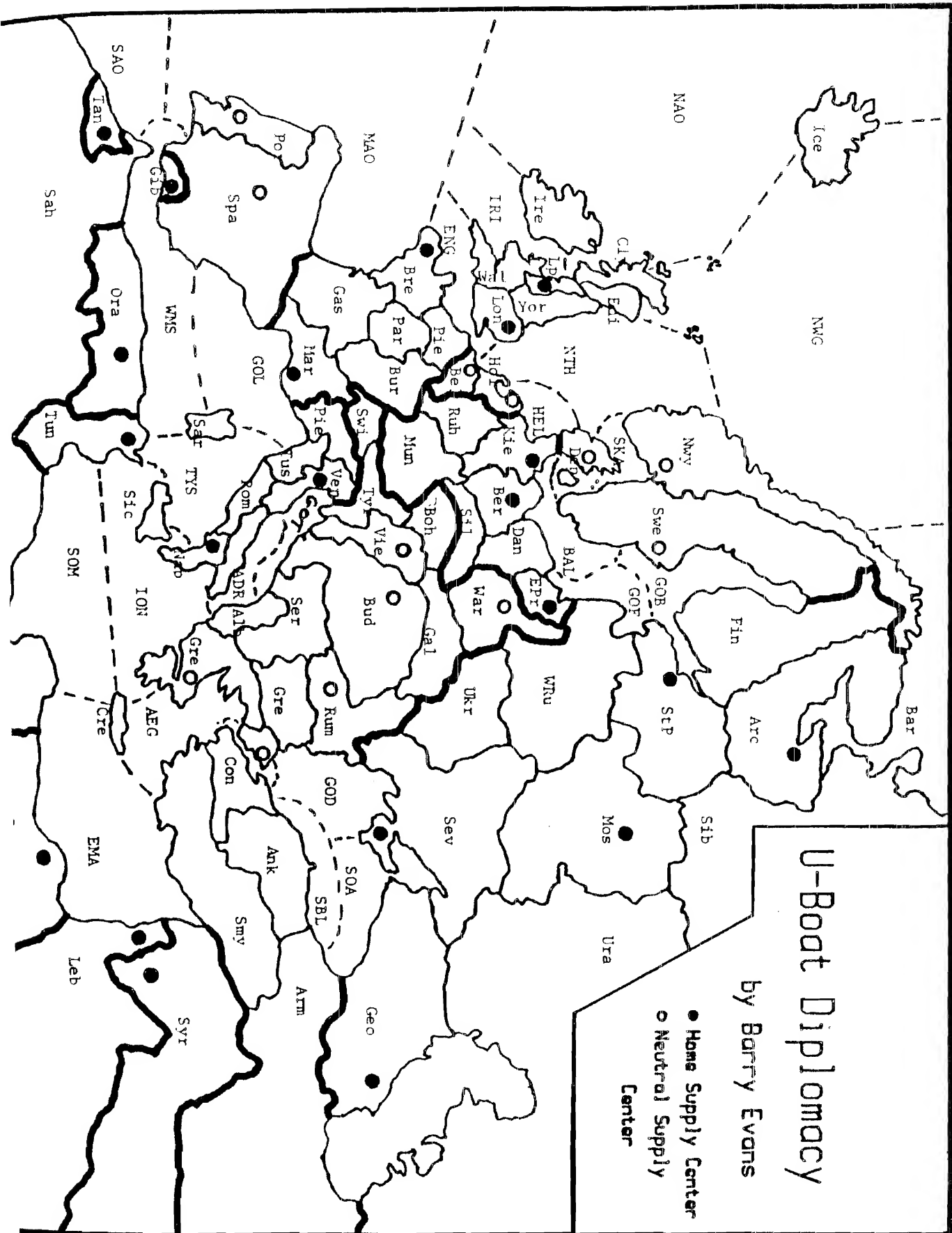
U-Boat Diplomacy

(cb37/07)

by Barry Evans

1. The Diplomacy Rulebook (1971) applies except as amended below.
2. The Home Supply Centers and starting positions are:
 - ENGLAND: A Suez, F Gibraltar, F London, Liverpool + 1 submarine
 - FRANCE: A Lebanon, F Oran, F Brest, Marseilles + 1 submarine
 - GERMANY: A East Prussia, F Kiel, A Tangier, Berlin + 1 submarine
 - ITALY: A Venice, F Naples, A Syria, Tunis + 1 submarine
 - RUSSIA: A Georgia, F Sevastopol, A Moscow, F St. Petersburg, Archangel + 1 submarine

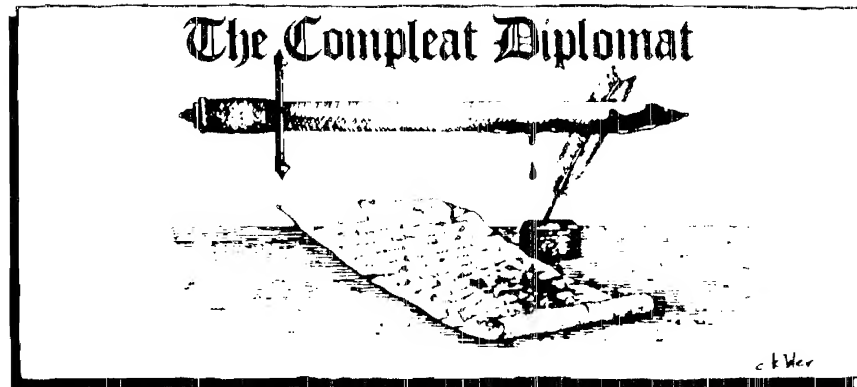
Neutral Supply Centers: Belgium, Budapest, Constantinople, Denmark, Greece, Holland, Norway, Portugal, Rumania, Spain, Sweden, Vienna, Warsaw.
3. Submarines (U)
 - a. Require one supply center per submarine for support.
 - b. The original submarine may be placed in any of their coastal provinces as specified by the owning player.
 - c. Submarines (one or more) may occupy any coastal or sea space at the same time as other units belonging to any country.
 - d. Visibility:
 - 1) Submarines are visible when in coastal provinces.
 - 2) Submarines are invisible when in sea spaces.
 - 3) If a submarine is involved in a conflict while at sea, they become visible for that turn.
 - e. Submarine Orders:
 - 1) Move to
 - 2) Hold
 - 3) Support (May only support a fleet or submarine in the same or and adjacent province)
 - 4) Torpedo
4. Torpedoes (T)
 - a. Submarines may torpedo only fleets and other submarines
 - b. Targeted units must be fully designated: U NAO T FRENCH F MAO
 - c. Types of Torpedo Attacks:
 - 1) Unsupported attack against an unsupported fleet/sub in the same space: the fleet/sub is sunk and any convoyed armies are lost at sea.
 - 2) Unsupported attack against an unsupported fleet/sub in an adjacent space: the fleet/sub must retreat to an adjacent unoccupied coastal province. Any convoyed armies remain at their place of origin as in Diplomacy. If no retreat is possible for the fleet, it and the army is lost at sea.
 - 3) Supported attack against a fleet/sub in an adjacent space: the fleet/sub is sunk and any convoyed armies are lost at sea.
5. Depth Charge (D)
 - a. Depth charging is only effective against submarines.
 - b. Armies may depth charge in:
 - 1) a coastal province which they occupy.
 - 2) a sea or coastal province to which they are adjacent.
 - c. Fleets may depth charge in:
 - 1) a sea or coastal space they occupy.
 - 2) a sea or coastal space to which they are adjacent to.
 - d. A unit that depth charges may not move or support that turn. A fleet at sea may convoy an army in addition to depth charging during the same turn.
 - e. To succeed, a Depth Charge order must be directed at either the space in which a submarine is stationary or at the space to which it is moving to during that turn. A Depth Charge order fails if it is directed towards a space which a submarine is vacating during that turn.
 - f. A direct hit sinks an unsupported submarine of whatever country occupies the target space. A submarine which is supported in defense would survive, support functioning as in Diplomacy.
6. Naval units may only leave or enter Archangel during the Spring season as it is considered icebound in the Autumn.
7. The game begins in 1939.
8. Victory occurs when 18 Supply Centers are owned by one power.



U-Boat Diplomacy

by Barry Evans

● Home Supply Center
○ Neutral Supply Center



Hobby members who think Avalon Hill doesn't do enough to support The Game or Diplomacy Hobby take note. And, incidentally, ask yourself if your contributions to the Hobby match these. I don't think too many of you can truthfully answer yes.

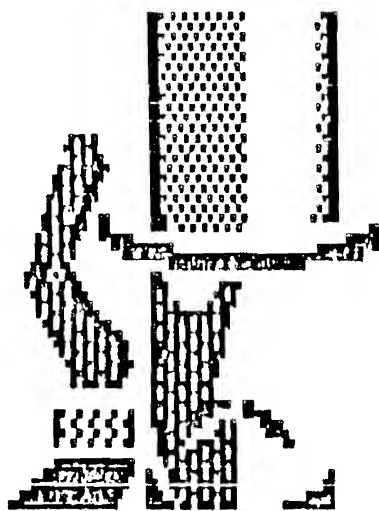
AGE AND TREACHERY (Rex Martin): In this issue of DW Rex talks about his experience as a Diplomacy player and observer of the Hobby. It's a good introduction to the current issue of The GENERAL.

The GENERAL (Vol. 24, No. 3, April 1988). For the first time Avalon Hill's publication The GENERAL (which just happens to be edited by Rex Martin) features DIPLOMACY. On half the issue is devoted to the game and hobby. Included are: "A Stab in the Back: DIPLOMACY with Strangers," Rex's report on his experiences as Germany in 1985HC (gameplay by Ken Hager and published in XENOGGIC) which features 14+ pages (including color maps of the play-by-play) of moves and commentary on the game; "The World Accorded to God," a year-by-year analysis of the game's S&T elements by GM Ken Hager; "Masters of the Game: A Historical Look at DIPLOMACY," by Eric Lawson; who talks about real world Diplomacy c. 1900; "Gaining An Ally: Strategies for Postal Diplomacy," by Bruce Linsey; which provides some pointers for postal hobby play; and more. It's instructive and—more importantly—it's fun. It's also useful for showing your non-DIPLOMACY playing friends when you're trying to explain to them what it is all about. A copy of the issue is \$3.00 from Avalon Hill or your local game store. And be sure to check out their 2 free games offer as part of their Silver Anniversary.

DIPLOMACY FOR THE COMMODORE: Bill Paschel, of Avalon Hill's Microcomputer Games, Inc. writes that the Commodore 124 version of Diplomacy is in the hands of the designer who is working to improve the "play" of the game, improve the map, and get some bugs out of the procedures. One thing that will make this version different from the previous computer version is that the designer has had a chance to see the DIPLOMACY WORLD ANTHOLOGY Vol. IV, Demonstration Games, so perhaps the play of the various countries will be improved. Look for it this fall.

INFILTRATOR'S REPORT: Each issue of The GENERAL includes this feature/news/information page and a lot of it is devoted to DIPLOMACY. If you publish a zine, send Rex a copy. If you run a Poll, send along the results. If you've got a special project, send it in. Who knows, maybe you can reach out and touch someone this way. Send it to The GENERAL, Infiltrator's Report, c/o Rex Martin, at the address on the inside front cover.

THE COMPLEAT DIPLOMAT: For some time Rod Walker wrote this column on Diplomacy for each issue of The GENERAL. If you think you could do something similar—dealing with the game's strategy, tactics, diplomacy, etc.—why not write 3-4 sample columns (1,200-1,800 words) and send them along to me. If they're good I'll pass them on to Rex. If they're bad I'll publish them in DW—or suggest how you might improve them. Who knows you might be the next Compleat Diplomat.



CADS TOO!!

present

DIXIECON II

A Diplomacy tournament held at
UNC-Chapel Hill, North Carolina

Join the members of the Carolina Amateur Diplomats for a weekend of Diplomacy featuring a three round Diplomacy tournament, a gunboat variant tournament, trophies and certificates, and more.

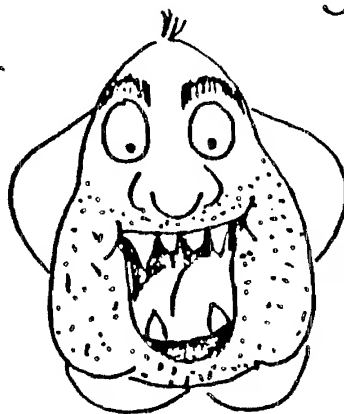
Saturday and Sunday, May 28-29, 1988. Fees: \$10.00 for general entry. \$10.00 housing per night.

For further information, write or call David Hood, 604 Tinkerbell Rd., Chapel Hill, NC 27514 (919-967-7608). Pre-registration deadline is April 29.

Some of the best Diplomacy players in the hobby will be there—each and everyone a CAD too!! It'll be the WARTHOGS vs. the CADs, so come along and root for your favorites.

DIPPY DOODLES

I JUST LOVE
THESE
WAR GAMES



W

R

ALPHA LIST: AUTHOR

The Alpha List lists materials from DW 1-49 in alphabetical order by the name of the author (Last Name, First Name, first author, second author). Each entry is set up the same way and the same kind of information appears in the same place for each listing. Consider the following example:

H 18 05 01 Agnew, Mike, White Cal Do yours hang limp?

H 18 05 01 tells us that this is a H classification article, H for Humor, 18 tells us that it is found in issue number 18, 05 tells us that it is found on page 5 of that issue, and 01 tells us that it contains one page. Mike Agnew and Cal White are the authors. "Do yours hang limp" is the title of the article.

The authors of articles in DW number close to 200 names. Most of the zines materials come from a fairly small dedicated group of contributors. Some items are contributed anonymously but the author's name is a well known fact. At one time or another most of the major personalities in the hobby have written for DIPLOMACY WORLD, a remarkable tribute to a zine that has never "paid" (except in the most general sense) for any literary contribution.

For those interested in the writings of a specific author the Reprint Series offers an opportunity to acquire all the articles written for DW by that author. And, of course, Volume II of the Anthology Series offers the complete writings of Mark Berch, DW's long time S&T editor.

Frequent writers on hobby subjects are encouraged to send copies of their writings and updated bibliographies to the IDS Archives so we can keep their files up-to-date.

And if you are interested in writing for DW please let us know. We are always looking for good original material on any hobby or game related topic.

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48 31 04	Davis Fred		273 BC
49 51 02	Davis Fred		MENSA'S Diplomacy Special In Group
44 41 05	Del Grande Don		North American Diplomacy Board
19 20 02	Dittmar Jad		Nuclear Diplomacy I
15 04 02	Doyle Ferkin-Speigel	Charlie	Diplomacy and Chess
30 14 03	Duncan Dennis		Telephone Call of the Willy
45 62 02	Dunning Larry		From Kalgoorlie by Satellite
25 31 01	Dyer David		Computerized Diplomacy
26 07 02	Dyer David		More Computerized Diplomacy
26 27 02	El-Marhani		On Fraud
37 12 03	Ellis Greg		Iberian Indecision (The)
47 13 02	Engelhardt Thomas		Spring 1901
48 54 01	England Andrew		From Australia by Way of England
36 10 06	Ezzio Dave		New Look at Rating Systems (A)
29 22 03	Ezzio Dave		On Following Protocol
32 10 02	Fleming Jack		Diplomacy & Art of Paper Sel
31 30 02	Fleming Jack		A Metternich, My Kingdom for a....
14 13 01	Fox Russell		FBM Statistics
45 58 03	Franke Thomas		EUROCON '86: A Different Perspectiv
45 46 02	Frew Brian		Veni Vidi Vici
02 18 02	Galloway Thomas		Lunatic Diplomacy
39 15 02	Gaughan Pete		Publish!
47 08 02	Gaughan Pete		There's Nothing Wrong with DIPLOM

14 14 01	Gibson	Curt	Italy's F-V Opening	0
04 19 02	Gorham	Dan	So You Want to Be a Diplomacy Pubb	G
17 16 01	Gross	John	Do Yours Stand Erect?	H
14 05 03	Gruen	Adam	The Dancing Sword (England)	/71/ S
16 07 04	Gruen	Adam	Deutschland Uber Alles	S
13 07 03	Gruen	Adam	How to Win as Austria	S
18 29 03	Gruen	Adam	Italy: I Came, I Saw...	S
15 10 04	Gruen	Adam	The Sleeper (France)	S
43 32 03	Gurley	Morgan	DIPLOM XIX: My First Tournament Gms	F
12 04 05	Haas	Walter Luc	Diplomacy in Continental Europe	M
31 15 01	Halil	Guy & Elizabeth	Diplomacy Zoo (The)	H
04 15 01	Hall	Steve	Fq Dimitrios & The Dropout	I
22 09 04	Harmon	Leland	Best Choice (The)	F
23 14 02	Harmon	Leland	A Plea for Parity	F
24 04 02	Harmon	Leland	Biggest Stan (The)	T
49 49 02	Heinowski	Steve	Boardman Number 3 (The)	M
42 60 01	Hill	Ken	Electronic Diplomat (The)	I
46 39 01	Hill	Ken	Electronic Diplomat	C
46 60 03	Hill	Ken	Computer Diplomacy	C
25 17 02	Hinton	Elmer	Voice of Ghod (The)	G
41 18 02	Hodgins	JC	In Defense of Albania	S
42 22 03	Hodgins	JC	Importance of Naval Power in Dip	S
46 46 02	Hodgins	JC	Raiders on the High Seas	T
46 48 02	Hodgins	JC	German Variation of the 3 Fleets	S
44 24 05	Holley	Melinda Ann	England	S
45 18 03	Holley	Melinda Ann	Gary Coughlan: Our Man in Memphis	M
46 26 04	Holley	Melinda Ann	Austria	S
47 16 02	Holley	Melinda Ann	An Interview With Halc Smith	M
43 45 02	Hood	David	DIPLOM 86: We Venture Northward	F
44 16 02	Hood	David	FTF Negotiations	F
46 24 02	Hood	David	Thoughts on the Midgame	S
47 19 03	Hood	David	Dixiecon	F
47 22 02	Hood	David	DIPLOM at MADLOM	F
47 62 02	Hood	David	Variant Gaming for the Dip Purist	V
48 20 02	Hood	David	Thoughts on the End Game	S
45 64 01	Howard	Bob	Sumons (The)	A
01 05 03	Hubbard	Tom	A Fight to the Finnish	T
41 37 03	Hurst	Tom	Player Types in Diplomacy Part I	F
42 11 03	Hurst	Tom	Player Types in Diplomacy Part II	F
44 19 03	Hurst	Tom	Player Types in Diplomacy: Part III	F
46 44 02	Hurst	Tom	Player Types in Diplomacy: Part IV	F
36 30 02	Ives	W-Walker Rod	More FREM	C
45 54 04	Jacobs	Jaap	EUROLOM 1986 Report	F
31 11 02	Janta-Polczynski	Martin	Air Diplomacy II	V
31 11 01	Janta-Polczynski	Martin	Diplomatic Diplomacy	V
31 10 01	Janta-Polczynski	Martin	Erratic Diplomacy	V
12 18 08	Janta-Polczynski	Martin	Gibraltar Diplomacy II	V
29 29 03	Janta-Polczynski	Martin	FTG Diplomacy	V
31 10 01	Janta-Polczynski	Martin	Treachery	V
23 04 01	Jones	Jerry	Note on Tournaments (A)	F
27 29 02	Jones	Jerry	2001: A Diplomatic Odyssey	H
22 34 03	Jones	Jerry	Best Country to Play Is...	H
26 04 01	Jones	Jerry	Fond Farewell (A) LDon Horton J	M
27 36 01	Jones	Jerry	Longevity	M
25 33 01	Jones	Jerry	Postal Tips	F
25 05 01	Jones	Jerry	Diplomacy Players Association	X
39 40 01	Fador	John	Game Review: Discretion	E
47 67 05	Fane	Thomas	Interests of Trade	V
48 08 01	Fane	Thomas	Diplomacy For Peeps	M
48 14 02	Fane	Thomas	Bulletin Board Diplomacy	V
11 28 01	Kasanof	Adam	Application in LIE Diplomacy	H
04 09 01	Fleiss	Dennis	Excuse No. 2	H
35 16 01	Fraatt	Mark Walker Rod	Dipthapes (puzzle)	M
45 61 01	Fraus	Samtl	Playing Diplomacy in Israel	X
08 11 01	Labelle	Paul	Won Diplomacy	C
01 01 00	Lawson	David	Great Emerson Diplomacy Excuse	E

11 30 01 Lakofka Len
 13 13 04 Lakofka Len
 08 05 12 Lakofka Len
 13 04 02 Lakofka Len
 04 12 03 Lakofka Len
 11 09 03 Lakofka Len
 12 17 01 Lakofka Len
 02 25 03 Lakofka Len
 39 06 03 Langley Daf
 39 05 01 Langley Steve
 24 17 01 LaFosse Bill
 09 11 02 Leeder John
 12 26 02 Leeder John
 16 14 03 Leeder John
 32 15 02 Leritte George
 28 14 02 Lew Mark
 47 60 02 Lewis Martin
 49 43 03 Lewis Martin
 47 18 01 Lincoln David
 26 11 03 Linsey Bruce
 24 18 01 Linsey Bruce
 42 61 04 Linsey Bruce
 42 65 02 Linsey Bruce
 47 24 03 Linsey Bruce
 23 22 01 Lipscomb John
 21 20 03 Lipscomb John
 41 27 01 Loki
 42 15 02 Loki
 43 06 02 Loki
 44 09 01 Loki
 16 24 01 Loomis Rick
 04 10 01 Mahler Howard
 02 17 02 Mahler Howard
 34 05 01 Marley Scott
 32 05 01 Marley Scott
 30 07 01 Marley Scott
 28 05 01 Marley Scott
 35 37 01 Marley Scott
 24 18 01 Martin Dick
 41 34 03 Maston Mike
 41 47 02 Maston Mike
 49 16 05 Maston Mike
 44 35 02 Mateunas Peter
 44 12 02 McCrumb David
 48 61 02 McCrumb David
 49 27 02 McCrumb David
 08 07 01 McIlvaine Francis
 23 09 02 McLendon Steve
 25 06 02 McLendon Steve
 22 18 06 McLendon Steve
 21 29 01 Meier Andy
 03 12 03 Melcior Ernie
 30 05 03 Meinel James
 03 12 03 Melcior Ernie
 02 05 02 Melcior Ernie
 35 37 01 Menders Ed
 47 11 01 Merciez Jake
 41 32 02 Mills Craig
 18 06 03 Mills Douglas
 34 10 02 Mills Mike
 38 23 01 Mills Mike-Walker Rod
 07 28 01 Moran Larry
 14 26 02 Myrer Anton
 19 07 01 Nash Richard
 18 24 01 Nash Richard
 17 04 01 Nash Richard

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 The Wedding Goes
 Goals of the Opening Game
 Terminal Shorthands: Lepanto
 Good Ally (The)
 Good Ally (The) [revisited]
 Rogues' Gallery
 Making of a Major Con (The)
 Murder Most Fowl
 LaFosse Rating System
 Telephone Games
 EDDMOD
 Cross Game Alliances
 Honesty is the Best Policy
 Anatolian Alternative
 United Kingdom Variant Hobby (The)
 MANORCON 87 Summer in Birmingham
 My Hero, Howard Christie
 Houserules-They Do Make a Diff.
 Brux Rating System
 North American Dip Players Survey
 Cheeptalk
 1987 Runestoll Poll Results
 Ancient Empires II (corrections)
 Ancient Empires II
 You Can Only Die Once
 Ask Loki
 Ask Loki
 Ask Loki
 Stabbing is an Evil Thing
 Fink Variant Rule (The)
 Westphalia VI
 Certain Player's Song (A)
 Curse of Austria (The)
 I've got a Little List
 Model Diplomacy Player (The)
 Sonnet
 Simple Rating System
 A Matter of Doors
 Diplomacy World Facts
 Computer Diplomacy
 Splitting the Russian Attack
 Press in Diplomacy
 DW Variant Anthology: A Review
 Gunboat Diplomacy
 Latest Trends
 My Summer Vacation (DipCon XIII)
 McKenJo Opening (The)
 Holocaust
 Delivering the Mail Twice
 Cat Dip
 Hobby Stability
 Cat Dip
 Excuse No. 1
 Tugboat Diplomacy
 Confessions of a Novice
 Peoples Is Da Funniest Things
 Breaking the Ice (history)
 A Zine...Fun?
 Kamakura
 Walter Buchanan's Secret
 Tiger Waits (The)
 Sooper Austria
 Sooper England
 Sooper France

21	06	01	Nash Richard	Sooper Germany	S
09	04	04	Neiger Gil-Rosenberg Scott	Rocamora Captures Hazelrigg	H
45	35	02	Nicoll wallace	Prisoner of War of a Different Sort	X
46	71	02	Nocella Larry	Diplomacy Game Saver	M
47	12	01	Nocella Larry	Primitive Instincts /73/	T
39	42	01	Olsen Bob	Diplomacy: The Ultimate Variant	I
42	35	03	Olsen Robert	Austrian Navy (The)	S
30	20	03	Overby Glenn	Wollworth Diplomcy II	V
17	08	04	Palmer Nicky	Are You a Master Diplomat?	F
20	26	01	Palmer Nicky	Pacifist Diplomacy	V
18	14	02	Pariah	Fuque	H
20	21	02	Pariah	Fuque	H
22	33	01	Pariah	Fuque	H
45	32	03	Parr Alan	Diplomacy in the United Kingdom	X
41	07	02	Pearson Al	Hobby Service: To Be	X
39	10	03	Peel Ken	Fig Talk	A
41	30	02	Peel Ken	Private Postal Diplomacy	M
43	35	05	Peel Ken	Results	F
34	16	03	Peery Larry	Diplomacy Round Table	G
17	26	02	Peery Larry	S&TFD: review by n.E. Vagts	H
17	27	02	Peery Larry	S&TFD: review by Doug Beverlein	H
29	08	03	Peery Larry	IDHOF (International Hall of Fame)	X
40	03	02	Peery Larry	Greatest Difficulty (The)	G
40	05	03	Peery Larry	Report (A)	G
40	08	01	Peery Larry	Blue Paper (The)	G
40	09	01	Peery Larry	Not One, But Two	G
40	10	01	Peery Larry	Writing for Diplomacy World	G
40	11	01	Peery Larry	Advertising in Diplomacy World	G
40	13	01	Peery Larry	Diplomacy World Demonstration Gms	D
40	14	01	Peery Larry	Diplomacy World Staff	G
40	15	01	Peery Larry	Diplomacy World	G
41	02	01	Peery Larry	Publish or Perish	G
42	20	02	Peery Larry	Maritime Strategy	S
42	41	02	Peery Larry	Treaty of Tom Sawyer Island	M
42	48	04	Peery Larry	Crash Course in Naval Dip History	M
42	58	02	Peery Larry	Ken Peel: Our Man in Washington	M
43	03	02	Peery Larry	Introduction to DW #43	F
43	18	01	Peery Larry	Profile: Dick Warner	F
43	19	01	Peery Larry	DIPLOM Story (The)	F
43	22	01	Peery Larry	VariMAYCON	F
43	23	02	Peery Larry	DIPCON Society Meeting (The)	F
43	25	01	Peery Larry	Hobby Awards Ceremony	F
43	26	01	Peery Larry	Calhamer Wins! A Night To Remember	F
43	27	02	Peery Larry	Tournament (The)	F
43	40	02	Peery Larry	Profile: Malcolm Smith	F
43	42	01	Peery Larry	Press (The)	F
43	43	01	Peery Larry	Tape (The)	F
43	47	02	Peery Larry	Headquarters Company	D
43	58	02	Peery Larry	DW Naval Quiz Answers	M
44	07	01	Peery Larry	85-86 Report and Program	X
44	20	05	Zablocki Ben-Berch Mark	Game vs Meta gaming in Dip Tactics	F
44	52	01	Peery Larry	Headquarters Company	D
44	73	34	Peery Larry	1985-86 Report / 1986-87 Program	X
45	31	01	Peery Larry	Between the Covers With Rick Sharp	X
45	72	04	Peery Larry	International Diplomacy Publiat.	X
46	10	02	Peery Larry	State of the Hobby 1986 (The)	X
46	14	01	Peery Larry	Lafayette, We are Here!!	X
46	19	02	Peery Larry	DW Demonstration Games (The)	D
46	22	02	Peery Larry	When Is Indgame?	S
46	30	01	Peery Larry	Headquarters Company	D
46	51	01	Peery Larry	Winston Churchill Variant	V
46	74	02	Peery Larry	Thoughts on Rating Systems	R
47	27	01	Peery Larry	Comments on The Foll and State	X
47	57	03	Peery Larry	DW and Variants	V
47	46	02	Peery Larry	Five Grants in Variants	V
47	54	04	Peery Larry	One look at this update, you	O

47	55	02	Peery	Larry	Walker's Imperialism Series	V
48	06	02	Peery	Larry	1986-87 & 1987-88 Program	X
48	09	03	Peery	Larry	Four Faces of Jason	A
48	19	01	Peery	Larry	Coming to Terms With the End Game	S
48	35	01	Peery	Larry	On Air Coryell Diplomacy & Everthg	M
48	42	01	Peery	Larry	Diplomacy:Something of a Horse Rce	F
48	51	01	Peery	Larry	When Is a Victory Not a Win?	F
48	52	01	Peery	Larry	An Ideal Game Cast List	D
48	53	01	Peery	Larry	Forecasting the End Game	S
49	06	02	Peery	Larry	State of the Hobby Report 1987	X
49	29	03	Peery	Larry	Feud That Almost Was..1986H	D
49	48	01	Peery	Larry	Proposal:Congress of Diplomacy	F
49	57	01	Peery	Larry	Egyptdipology	V
43	05	01	Peery	Larry (Reviewed by)	Once Upon a Deadline	M
15	20	04	Peters	Jim	Hyborean Diplomacy	V
38	24	03	Placek	B	Fleeting Look @ Diplomacy	A
04	20	01	Power	Jeff	BRUBDINGNAG Rating List	R
21	07	01	Pulsipher	Lew	Computer Diplomacy Players?	C
26	21	01	Pulsipher	Lew	Solo Diplomacy & Computers	C
26	09	01	Pulsipher	Lew	DipCon: An Alternative	F
10	28	02	Pulsipher	Lew	Future DipCons	F
09	08	02	Pulsipher	Lew	Establishing a Diplomacy 'Zine	G
11	12	01	Pulsipher	Lew	Retreats	G
18	22	02	Pulsipher	Lew	Dialogue	H
05	04	02	Pulsipher	Lew	Myth Defended (A)	F
01	19	01	Pulsipher	Lew	Success-Failure Rating System	R
34	28	03	Pulsipher	Lew	Aliens (The)	V
14	25	01	Pulsipher	Lew	Alternate Victories	V
11	18	02	Pulsipher	Lew	Baseball Diplomacy	V
06	15	04	Pulsipher	Lew	Between Galaxies II	V
14	25	01	Pulsipher	Lew	Bizarro Diplomacy	V
05	20	01	Pulsipher	Lew	Black Angels	V
25	19	03	Pulsipher	Lew	Conquest of the New World	V
21	07	02	Pulsipher	Lew	Diplomacy Games & Variants	V
16	23	01	Pulsipher	Lew	Diplomacy Variants & Play Balance	V
04	16	03	Pulsipher	Lew	Earthsea Diplomacy	V
07	19	03	Pulsipher	Lew	Global Variant	V
32	20	02	Pulsipher	Lew	L'Imperialisme	V
01	12	03	Pulsipher	Lew	Middle-Earth V	V
03	14	02	Pulsipher	Lew	Militarism III	V
28	22	02	Pulsipher	Lew	Militarism IV	V
14	24	02	Pulsipher	Lew	Twin Earths III	V
21	22	01	Pulsipher	Lew	Variant Maps	V
08	17	02	Pulsipher	Lew	Variant Rating System (A)	
05	19	02	Pulsipher	Lew	Variants of the Ghods	V
33	21	04	Pulsipher	Lew	War of the Great Jewels	V
08	19	02	Pulsipher	Lew	What is a Variant?	V
10	18	02	Pulsipher	Lew	What is a Variant?: Addenda	V
10	20	02	Pulsipher	Lew	(year) 1938	V
11	19	07	Pulsipher	Lew	War of the Ring	V
06	04	08	Pulsipher	Lew	North American Players Survey	X
08	31	06	Pulsipher	Lew	NADPS No 2 Part 1	X
09	12	06	Pulsipher	Lew	NADPS No 2 Part 2	X
15	15	01	Pulsipher	Lew	Novice Handbook (A)	X
08	12	02	Pulsipher	Lew	Projects (general hobby)	X
10	26	03	Pulsipher	Lew	Future of PBM Diplomacy (The)	X
36	26	02	Pulsipher	Lew	Conquerors (The)	V
37	30	02	Pulsipher	Lew	People's Rating (The)	R
38	14	05	Pulsipher	Lew	Computers Can Help Publishers	C
38	26	02	Pulsipher	Lew	Variants	V
38	28	05	Pulsipher	Lew	1983X 1905...	D
39	22	02	Pulsipher	Lew	Varieties of Diplomacy Players	F
26	22	04	Pulsipher	Lew	Solo Diplomacy	V
42	45	03	Pulsipher	Lew	Skinny Diplomacy	V
47	48	03	Pulsipher	Lew & Fred Davis	Leadership Rule Module (The)	V
10	21	02	Pulsipher	Lew & Andre Lew	Designing Variants--Why?	V

13	19	04	Rich Scott	Conquest of the Land	V
09	29	03	Rich Scott	Sword & Sorcery Diplomacy	V
44	37	04	Robison Kate	His Master's Voice	75/ A
47	66	01	Robison Kate	Asian Diplomacy	V
14	15	01	Rose Shep	Shep Replies	H
49	22	05	Roundtable Discussion	Variant Diplomacy	V
21	33	02	S	Joy of Diplomacy (The)	H
20	38	01	Sacks Robert	Thoughts of Italy & Austria	S
08	20	03	Sacks Robert	Baltic Diplomacy	V
16	35	02	Schuler John	Sherlock Holmes in the Case	A
37	05	03	Schuler John	Sherlock Holmes in the Case II	A
38	20	03	Schuler John	Sherlock Holmes in the Case III	A
47	64	02	Segal David	2-Player Variant for Diplomacy	V
27	04	02	Sergeant Bob	How to Write Orders	M
26	33	02	Sergeant Bob	What Do I Do Now?	F
22	27	05	Sharp Richard	Game of Diplomacy: review by Bench	M
23	16	01	Sharp Richard	Game of Diplomacy: review Fulsipher	M
35	38	02	Sipe Russell	FBEM Diplomacy	C
38	08	01	Sipe Russell	If A=Z, This Must Be Dippy	C
39	14	01	Sipe Russell	If A=Z, This Must Be Dippy	C
42	33	01	Smith Malc	A Convoy Paradox at MIDCON 85	B
45	11	03	Smith Malc	How I See 'em	X
45	14	04	Smith Malc	True History of North America	X
44	10	02	Smith Malc & Bill Quinn	Convoy Paradox: Part II (A)	B
16	24	02	Smyth Randolph	Austrian Navy: Viable alternative	S
46	76	03	Smyth Randolph	Calhoun Point Count Rating List	R
45	27	04	Smyth Randolph	War At Sea	S
18	11	02	St Andre Ken	Designing Variants: Why?	V
16	12	01	St Andre Ken	Unsolicited Editorial	V
44	47	02	Stafford Dan	Player Ratings and Rated Players	R
39	24	06	Stegeman Mark	World Diplomacy VII	V
39	30	02	Stegeman Mark	FC III, 1983NgF 2103	V
39	36	02	Stegeman Mark	1983X 1906...	D
12	12	01	Stone Bill	Pilgrimage	M
37	20	07	Swider Tom	Final Conflict III	V
37	27	03	Swider Tom	FC III Variant Demo	V
41	28	02	Swigger Stephen	Who Knows What Evil lurks?	M
01	16	02	Tallyrand	Diplomatic Affair (A)	H
35	17	01	Tighe Kevin	Clockwork Diplomacy	A
35	13	01	Tighe Kevin	In Very Dubious Battle	A
34	19	02	Tighe Kevin	Visit... (The)	A
34	14	01	Tighe Kevin	Albert Camus at DipCon	A
39	43	01	Tighe Kevin	Diplomacy Inheritance (The)	I
09	09	02	Torrey John	Pastiche Opening (The)	O
25	07	02	Townsend Frederic	Paris in the Fall	I
23	33	03	Iretick Bernard A	Reply from Bernie Oallyn	M
26	17	01	Trickster The	Reverse Con (The)	
45	50	01	Tuloup Pierre	Ten Years Behind	X
16	05	02	Ulanov Nicholas	Cult of Personalities	F
25	04	01	Van Alemade Jerry	Publishing Pitfalls	G
14	19	05	Vedder Dick	Diadochi V/Imperator/Triumvirate	V
17	17	03	Vedder Dick	Variant Design Observations	V
15	22	02	Verheiden Eric	Alternate Convoy Route	B
14	08	02	Verheiden Eric	Rewriting the Convoy Order	B
19	16	01	Verheiden Eric	Guest GM (The)	G
11	13	01	Verheiden Eric	Breaking Stalemate Lines	S
13	08	03	Verheiden Eric	Tactics in Diplomacy: Stalemate	I
49	32	01	Verheiden Eric	1986H: Last Thoughts	D
46	15	01	Villette Henri	Things My Books Taught Me	X
19	15	02	Von Metzke Conrad	atlan Calhoun as a Challic Symbol	H
22	04	02	Von Metzke Conrad	1. Confers!	B
18	08	03	Von Metzke Conrad	Novice Corner (The)	
19	04	02	Von Metzke Conrad	Novice Corner (The)	M
19	06	04	Von Metzke Conrad	Novice Corner (The)	M
28	16	06	Walker Rod	More About Convoys	B
15	16	06	Walker Rod	1981 Rulebook (The)	B

12	15	01	Walker	Rod	Eddy As I Knew Him	H
10	34	01	Walker	Rod	Lonnie-Pod As I Knew Him	H
32	17	04	Walker	Rod	DipCon XV	H
24	28	03	Walker	Rod	Good Fairy of FBM... (The)	H
11	08	01	Walker	Rod	Norb As I Knew Him	H
07	26	02	Walker	Rod	Peggy As I Knew Her	H
05	12	02	Walker	Rod	Roll Your Leg Over, Lucy	H
08	30	01	Walker	Rod	You Only Dud Twice, 1	H
09	10	01	Walker	Rod	You Only Dud Twice, 2	H
10	09	01	Walker	Rod	You Only Dud Twice, 3	H
11	11	01	Walker	Rod	You Only Dud Twice, 4	H
12	09	01	Walker	Rod	You Only Dud Twice, 5	H
01	08	03	Walker	Rod	Alternate World Approach	M
03	04	02	Walker	Rod	Bull, John!	M
34	25	02	Walker	Rod	Diplomacy & Arts (puzzle)	M
35	16	02	Walker	Rod	Diplomacy & Arts (solution)	M
20	23	03	Walker	Rod	Gamer's Guide: Von Metzke Conrad	M
21	32	01	Walker	Rod	Gamer's Guide: Beyerlein Doug	M
07	30	02	Walker	Rod	Averaged LPUKL	R
09	24	01	Walker	Rod	Ratings game	R
07	29	02	Walker	Rod	Standard Rating Base (The)	R
05	06	02	Walker	Rod	Stars & Bars Rating System	R
29	32	02	Walker	Rod	Who's On First	R
10	20	01	Walker	Rod	Treaty Diplomacy	V
25	11	03	Walker	Rod	Charter of the DipCon Society	X
12	10	01	Walker	Rod	Hobby & It's Organization	X
25	09	02	Walker	Rod	N American Diplomacy Federation	X
36	21	01	Walker	Rod	Game from Ipanema (The)	V
36	22	01	Walker	Rod	Contests	M
36	40	06	Walker	Rod	DW Index	
39	04	01	Walker	Rod	Yet Another Rulebook Dilemma	B
39	18	01	Walker	Rod	Five Years Behind the Eight Ball	A
41	20	03	Walker	Rod	Endless Stab (The)	P
42	06	03	Walker	Rod	Passing the torch	X
42	31	02	Walker	Rod	Long Haul (The)	T
45	07	02	Walker	Rod	Stabbing of the Free World (The)	A
46	75	01	Walker	Rod	Nastiest Rating System Ever	R
48	60	01	Walker	Rod	Essential Mark Berch: A Review	M
02	15	01	Warden	Greg	Gruyere Opening	O
14	17	01	Watson	Tony	Diplomacy Puzzle (word service)	M
11	14	02	Weidmark	Mark	Your Opponent's Plans	O
34	06	04	Wells	Allen	Fast Resolution of the Triple	O
29	11	03	Wells	Allen	Russian Frolic	O
25	26	01	White	Dave	Going A Calhamer One Better	H
24	06	02	White	Dave	You a Master Stab Artist?	P
21	09	02	White	Dave	How to Lie Diplomatically	P
45	44	02	Whyte	Nicholas	That Other Island of Dippy Players	X
41	15	03	Wilcox	Stephen	In All Other Cases	T
41	40	01	Wilcox	Stephen	Rating Systems	R
42	14	01	Wilcox	Stephen	Rating Systems	R
42	34	01	Wilcox	Stephen	Fleets The Reason of Their Rank	S
44	46	01	Wilcox	Stephen	Rating Systems	R
46	79	03	Wilcox	Stephen	Dragon's Lair # 10	R
34	36	01	Williams	Jim	What Do You Play	M
48	50	01	Woodruff	Ken	Rulebook Controversy@FEER1CON VII	B
42	38	01	Woodson	James	Austria's Win Without a Fleeting	F
35	20	02	Wrobel	Ed	A Modest Proposal	H
24	20	05	Zablocki	Ben-Berch Mark	Game vs Metagaming in Dip Tactics	F

Pontevedria

Volume II #7, January 1988

Diplomacy and Other Postal Game Openings in North America

Pontevedria is a quarterly listing of amateur postal game offerings for Diplomacy, it's variants, and other amateur postal game openings produced by Ken Peel, 8708 First Ave., #T-2, Silver Spring, MD 20910. It is timed to coincide with issues of *The Zine Register*, which I also put out, and which provides the raw materials for what follows.

The basic quarterly issues are sent to all postal pubbers, and the latest update is available to anyone for any reason at no cost. The typical entry reads as follows:

Zine Name

Publisher's name, address.

Openings: games open for joining (obviously!).

For more detailed information on all the 'zines listed below and more, send me 75¢ for the latest *Zine Register*.

Okay, so here goes:

The Appalachian General

David McCrumb, Rt. 1, Box 109, New Castle, VA 24127

Openings: Colonia VI, Gunboat Round Robin Tournament.

The Armchair Diplomat

Ken Hill, 6199 Rockland Dr., Dublin, OH 43107

Openings: Electronic Mail Diplomacy (CompuServe).

At Your Service

Daniel Scott Palter, 254 Lafayette Blvd., Long Beach, NY 11561

Openings: Paranoia.

Barbed Wire Canoe

Qarl Anderson, 323 Locust, Winnetka, IL 60093-3610

Openings: Twixt, Civilization, Stellar Conquest, Globbo.

Boast

Herb Barents, 17187 Wildmere, Detroit, MI 48221

Openings: Diplomacy.

The Boob Report

Jim-Bob Burgess, 100 Holden St., Providence, RI 02908

Openings: Spy Diplomacy, Bourse.

The Buzzard's Breath

Mark Matuschak, 44 Garden St., Boston, MA 02114

Openings: Third Reich, War & Peace, En Garde, Source of the Nile.

The Canadian Diplomat

Bob Acheson, P.O. Box 4622, Station SE, Edmonton, Alberta, CANADA, T6E 2A0

Openings: Diplomacy, Gunboat, Anarchy, Stonehenge Dip, Cline 9, Youngstown, Colonia VI.

Cathy's Ramblings

Cathy Ozog, P.O. Box 5225, Munds Park, AZ 86017

Openings: Sopwith.

Cheesecake

Andy Lischett, 2402 Ridgeland Ave., Berwyn, IL 60402

Openings: Diplomacy.

Comrades in Arms

Tom Swider, 262-D Garfield Ave., Collingswood, NJ 08108

Openings: Dune, Vacation Diplomacy, Treachery, Railway Rivals.

Costaguana

Conrad von Metzke, 4374 Donald Ave., San Diego, CA 92117-3813

Openings: Railway Rivals.

Cross Rifles

Joseph A. Santella, Old Route 6, RD #8, Brewster, NY 10509

Openings: Diplomacy

Disease City

James Goode, APSU - Box 4607, Clarksville, TN 37044

Openings: Diplomacy.

Dystopia

Tom Engelhardt, 254 Lang, Ft. Sam Houston, TX 78234

Openings: Diplomacy.

Excelsior (XL)

Bruce McIntyre, 6191 Winch St., Burnaby, B.C., CANADA, V5B 2L4

Openings: Diplomacy, International Dip, Seismic Dip.

Excitement City Unlimited

Simon Billenness, 630 Victory Blvd., Apt. 6F, Staten Island, NY 10301

Openings: International Diplomacy, Downfall of the Lord of the Rings, International Railway Rivals, Stab.

The Gamer's Zine

Earl Whiskeyman, 27 Mark Street, Milford, CT 06460

Openings: Diplomacy, Gunboat, Puzzle Palace.

Graustark

John Boardman, 234 East 19th Street, Brooklyn, NY 11226-5302

Openings: Diplomacy.

Hagalil Hamaarvi

Ran Ben-Israel, 571 Sunnidale Rd., R.R.#2, Barrie, Ont., CANADA, L4M 4S4

Openings: Diplomacy, Downfall of the Lord of the Rings, Colonia IV, Gunboat Colonia VI, Gunboat.

Hansard

Robert Sacks, 4861 Broadway 5-V, New York, NY 10034

Openings: Blood Royale, Britannia, Origins of World War II, Parlement, Pax Britannica, Stobbovia Britannia.

The Home Office

Fred Hyatt, 60 Grandview Pl., Montclair, NJ 07043

Openings: Youngstown IV, Woolworth IID, Colonia VI, Gunboat.

Intervention

Michael Hopcroft, 2190 W. Burnside, #108, Portland, OR 97210

Openings: Doctor Who RPG.

It's a Trap!

Steve Knight, 1807 Ford Parkway #105, St. Paul, MN 55116

Openings: United.

The Kangaroo Kicker

Bruce Geryk, 5528 S. Everett, Apt. 3D, Chicago, IL 60637

Openings: United.

Kathy's Korner/Whitesonia

Kathy and John Caruso, 29-10 164th Street, Flushing, NY 11358

Openings: Monstrosity.

Lord of the Boards

Ian Mitchell, 347 Benjamin Rd., Victoria, B.C., CANADA, V8Z 4W1

Openings: Diplomacy (regular, Gunboat or Anarchy, depending on interest), Battletech.

The Messenger

Geoffrey Richard, 1501 Harvey Rd., #558, College Station, TX 77840

Openings: Diplomacy.

Not New York

Paul Gardner, RR #1, Box 2338, Newfane, VT 05345

Openings: Nuclear Destruction, Railway Rivals, Diplomacy.

Not Up to Modern Graphic Standards

Michael Hopcroft, 2190 W. Burnside, #108, Portland, OR 97210

Openings: Diplomacy, Superdippers.

Ouinipique

Claude Gautron, 620 rue St-Jean-Baptiste, Winnipeg, Manitoba, CANADA, R2H 2Y1

Openings: Diplomatie classique (in French).

Over There

Hugh Christie, 43 East Houston Ave., Montgomery, PA 17752

Openings: Diplomacy.

Perelandra

Pete and Cathy Gaughan, 3121 East Park Row, #165, Arlington, TX 76010

Openings: Literary Quiz, Gunboat Snowball Fighting, Scrabble, Downfall of the Lord of the Rings.

Politesse

Budd Haemer (editor) & Ken Peel (publisher), 8708 First Ave., #T-2, Silver Spring, MD 20910

Openings: Blind Diplomacy.

Praxis

Alan Stewart, 702-25 St. Mary Street, Toronto, Ontario, CANADA, M4Y 1R2

Openings: Diplomacy.

The Prince

Jim Meinel, P.O. Box 240003, Anchorage, AK 99524

Openings: Diplomacy.

Protozoan

Scott Cameron, 4 Meadow Lane, Hicksville, NY 11801

Openings: Source of the Nile, Maybe also Kingmaker, Pax Britannica, En Garde, Monopoly, or any SPI negotiation game.

Rebel

Melinda Ann Holley, P.O. Box 2793, Huntington, WV 25727

Openings: Diplomacy, Gunboat.

Retaliation

Dick Martin
17601 Lisa Dr., Rockville, MD 20855

Openings: Diplomacy, Gunboat, Round Robin Gunboat Tournament, Magic Realm.

Scipionibus

Eric Roberge, 216 Lazard, Ville Mont-Royal, Quebec, CANADA, H3R 1N9

Openings: International Diplomacy (in French).

Shrodinger's Cat

Mike Dominskyj, P.O. Box 702, Ignace, Ontario, CANADA, P0T 1T0

Openings: Hague Night Court Diplomacy.

Starwood

Melinda Ann Holley, P.O. Box 2793, Huntington, WV 25727

Openings: Round Robin Gunboat.

The Sunday Western Star-Post Free Press/Dippy

Jim Benes, 417 S. Stough St., Hinsdale, IL 60521

Openings: Diplomacy.

Ter-ran

Steve Heinowski, 51500 Portman Rd., RD #2, Amherst, OH 44001

Openings: Diplomacy.

Touché

Ramon Lazaro, 1120 Cordova St., Coral Gables, FL 33134

Openings: Machiavelli, Dune, Stock Market, Campaign Trail.

Vertigo

Brad Wilson, P.O. Box 126, Wayne, PA 19087

Openings: Diplomacy, Gunboat Dip.

The Volcano City News

Rory Noble, 436 S. 10th Street, St. Helens, OR 97051

Openings: Diplomacy, Gunboat.

The Vortex

Dan Gorham, 806 So. Euclid St., Fullerton, CA 92632

Openings: Diplomacy, Gunboat.

Make a friend today...



...play Diplomacy!

AFTERWORD

In his article Bruce Linsey suggests that DIPLOMACY is the greatest Diplomacy magazine of all time.

Well, if it is it is because its staff and family have made it so. If it isn't it is because a small part of the hobby has willed it so. Once again it is time for you to express your view in this year's Runestone Poll. As for me—I am satisfied. Eleven issues ago I hoped that DW could be salvaged. What has happened in the last two and one-half years is now history. What concerns me now, as it did then, is DW's future. I think DW's future is secure, provided that the hobby can over-come certain problems that I have addressed in this issue. Once again it is time for you to express your opinion.

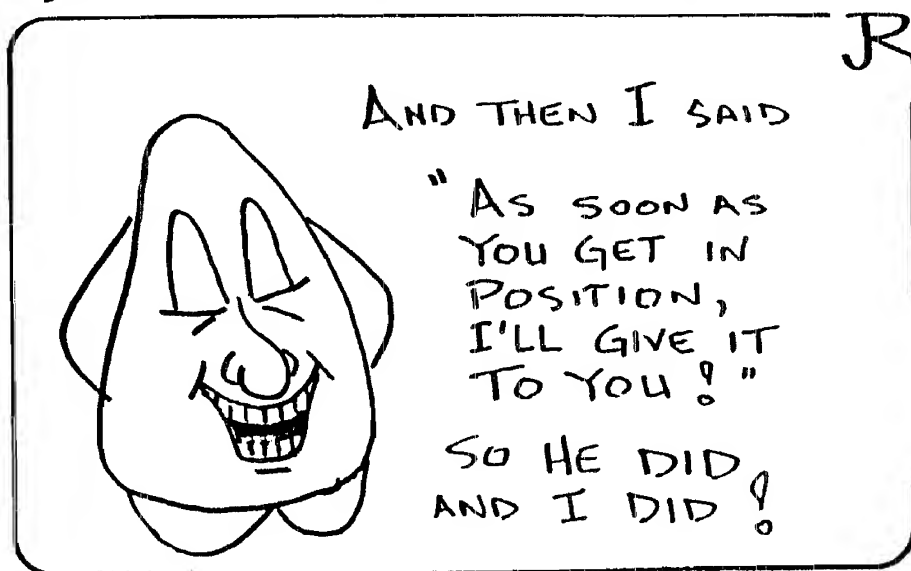
But regardless of what the future holds no one can deny that with the publication of this issue we have reason to celebrate. We also have reason to be thankful. And, more than any of you, I have reasons to thank many people for many things. On the other hand I also said this issue wasn't going to go over 72 pages. Humm, the tough life of a publisher and editor.

Still, I want to thank the members of the DW staff who have worked with me. I also want to thank those of you who have been with me since DW #40. There are more of you than I realized and I hope we have justified the faith you showed in us. No individual's contribution to DW stands out above any others but if I had to thank one person by name it would be Mike Maston. After all, he's sacrificed more for the sake of DW than anyone else.

I leave you with this thought. "In the old days," Oscar Wilde once said, "men had the rack; now, they have the press." Although he didn't live long enough to play Diplomacy I think he would have been a great player. On the other hand, just a few seasons ago people were saying that Bruce Geryk would be a great publisher.

So, celebrate if you will, but bang the drum softly.

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